



“Bonnie and Neddy” 1034-209 Original Board



ate 10/16/14

- ☒ Board Team Final 10/16/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
Tom Herpich
& Steve Wolfhard

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ADVENTURE TIME



Page 6

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :

EPISODE #

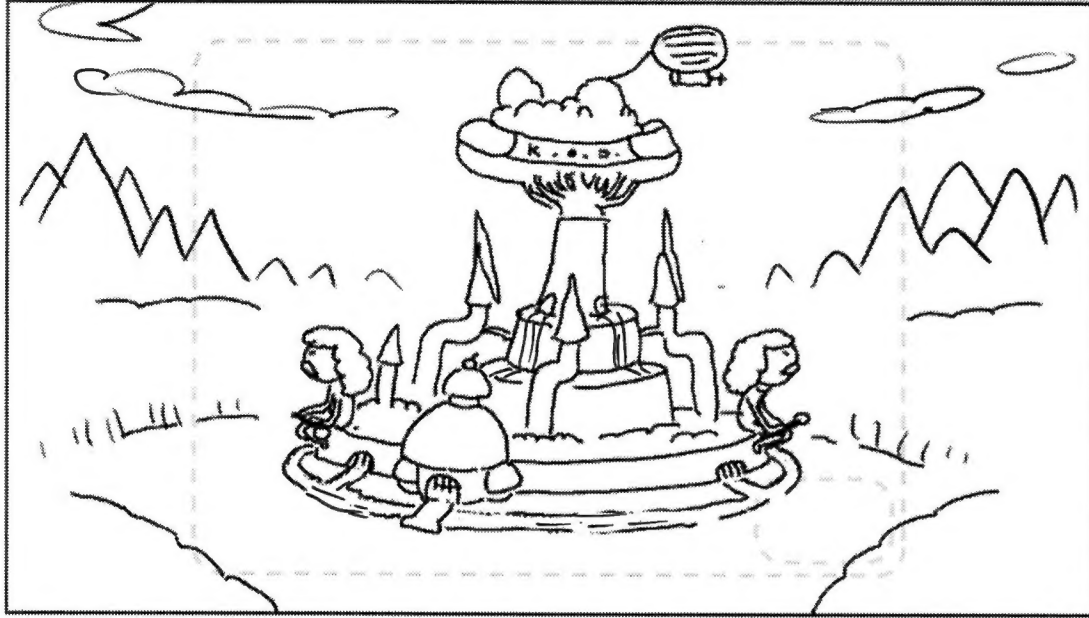
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ADVENTURE TIME

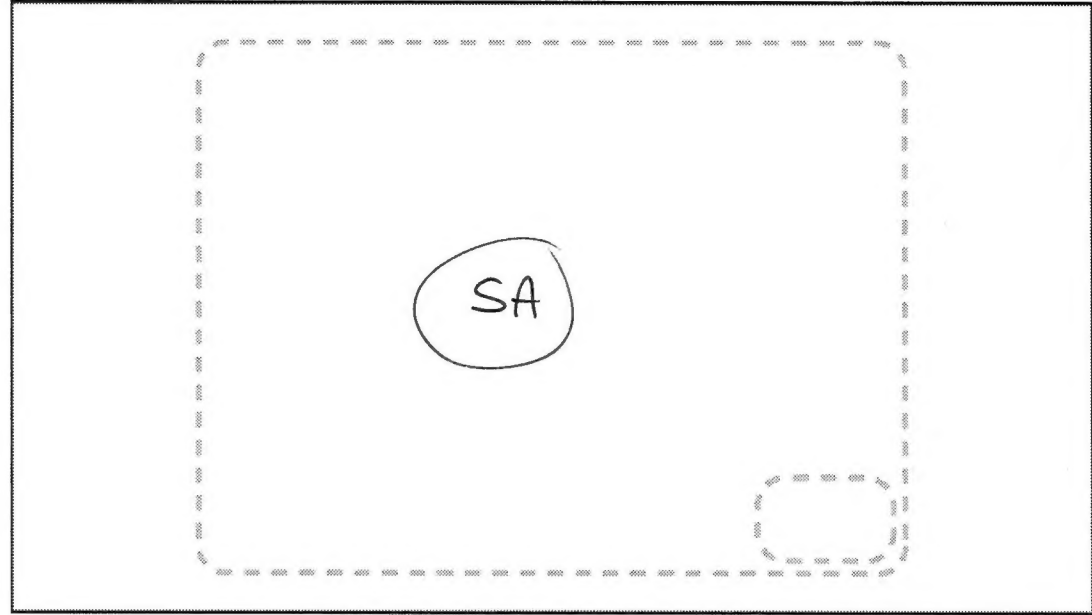


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 1 Pnl. B Bg. day night



Dialog:

- BEAT -

(FINN) (OS) Yea-ah-ah-ow!!

Action:

Candy kingdom has been redecorated by King of Ooo

Timing:

EPISODE #
1034-209

Production :

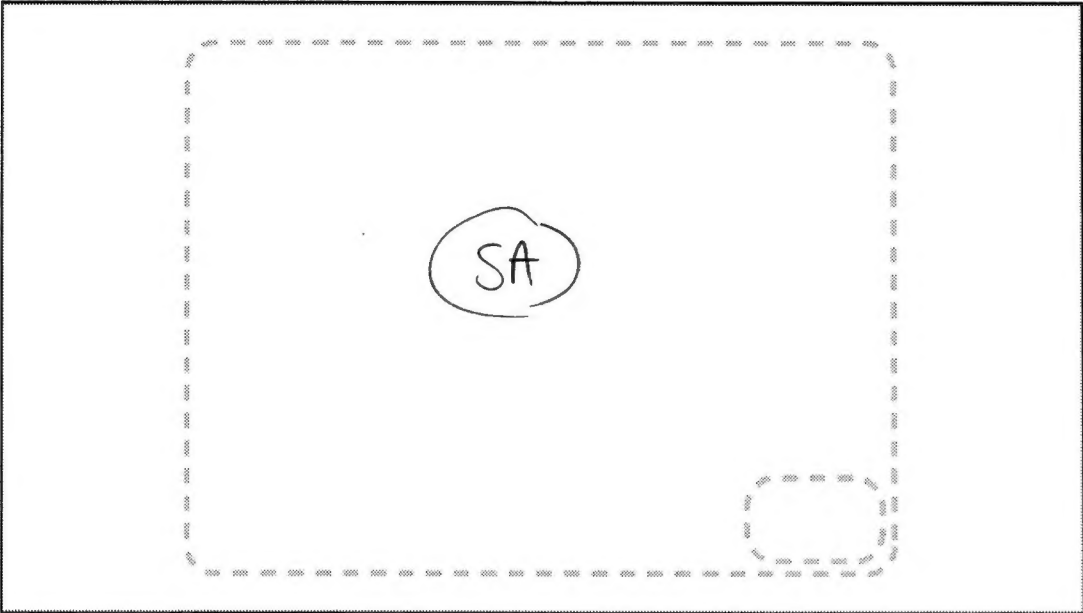
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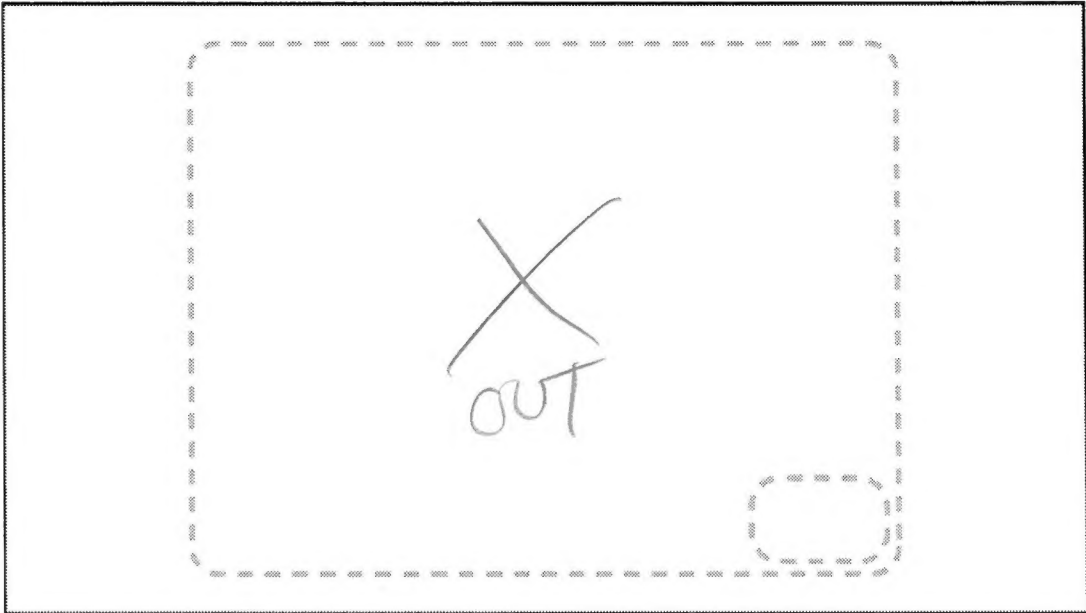


Page 2

Sc. (Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>TORONTO</u> <u>as</u> (genuine, to-self): Whoops...
Action:	
Timing:	

Production :

EPISODE #

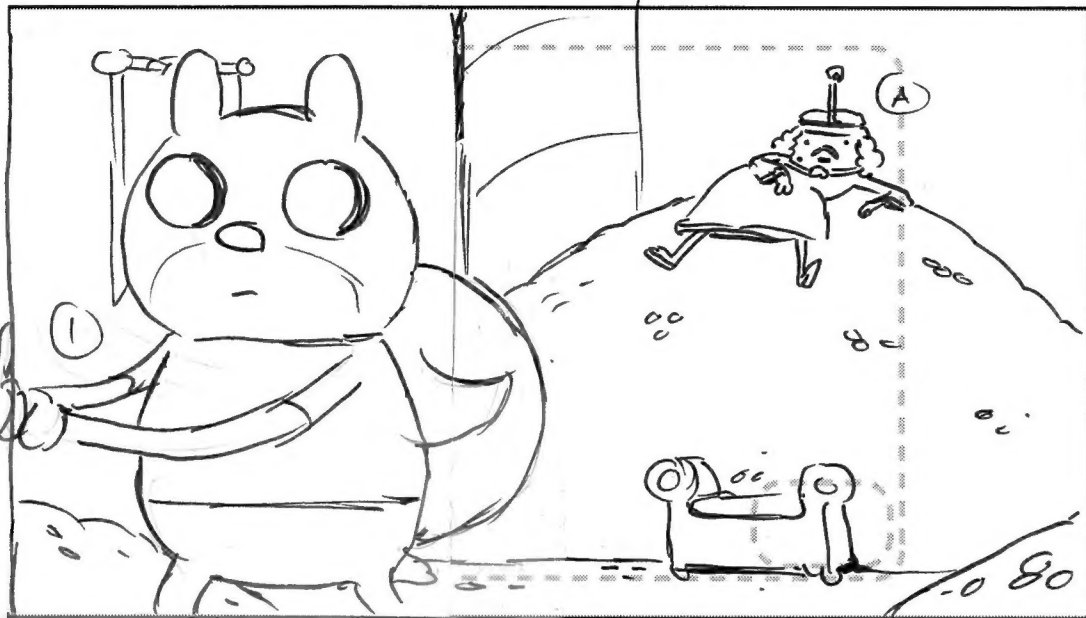
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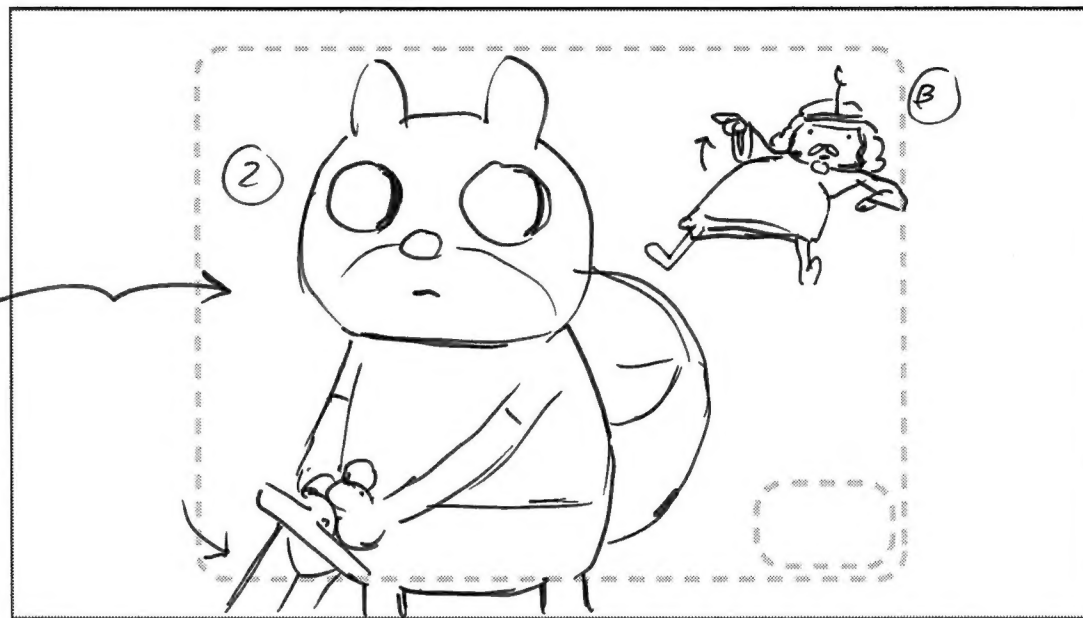


Page 3

Sc. 2 Pnl. A Bg. day night



Sc. 2 Pnl. B Bg. day night



Dialog:

K.O.O. ^(A) and I ^(B) dub thee,

Action:

- Location is throne room from "RICARDIO"
- Toronto backs in while lowering sword, then raises it again

Timing:



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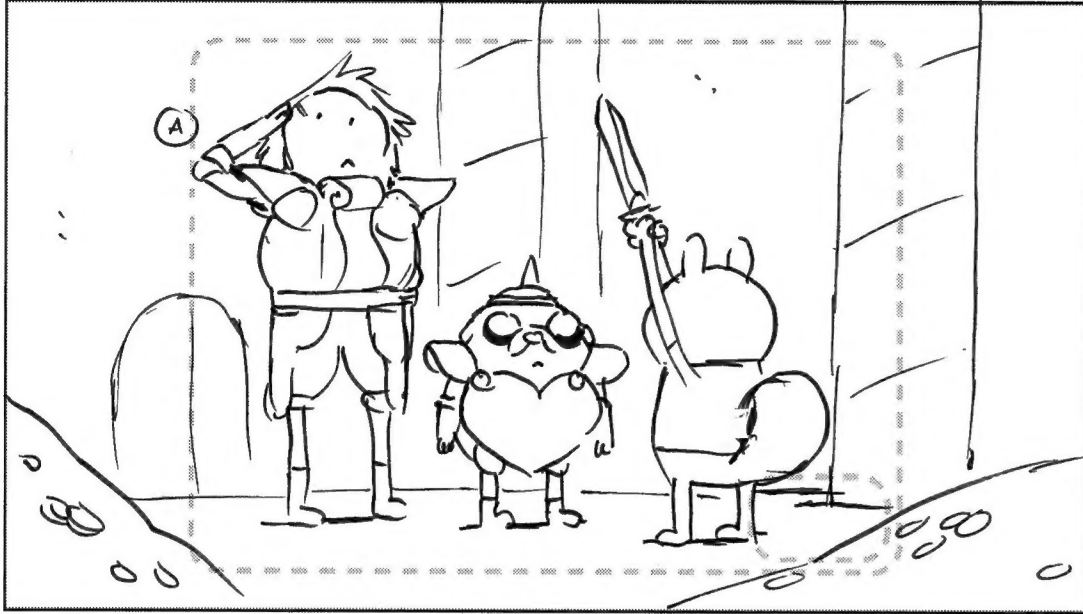
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ADVENTURE TIME

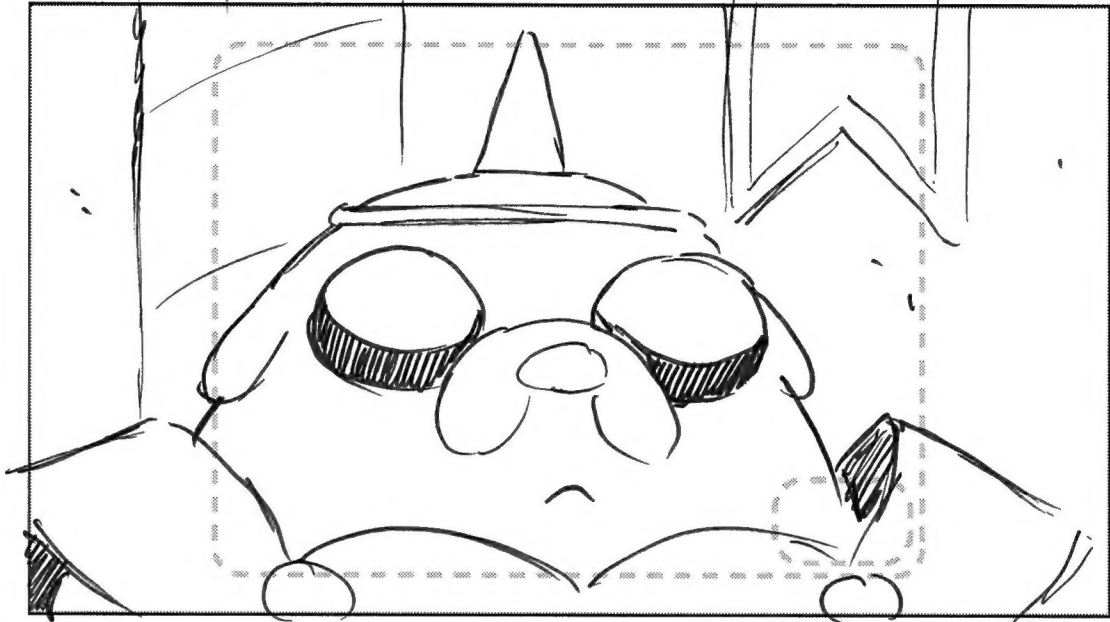


Page 4

Sc. 3 Pnl. A Bg. day night



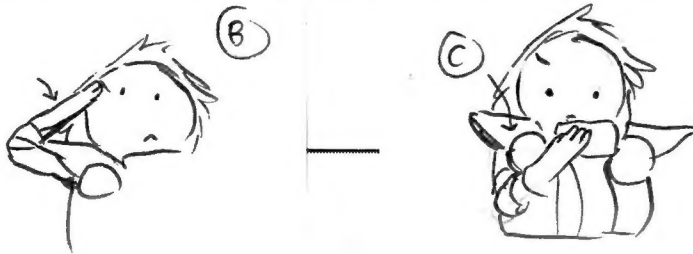
Sc. 4 Pnl. A Bg. day night



Dialog:

(K.O.O.O.S) → Sir Jake the Dog.

Action:



- Finn inspects the cut on his forehead
A B A B C

Timing:

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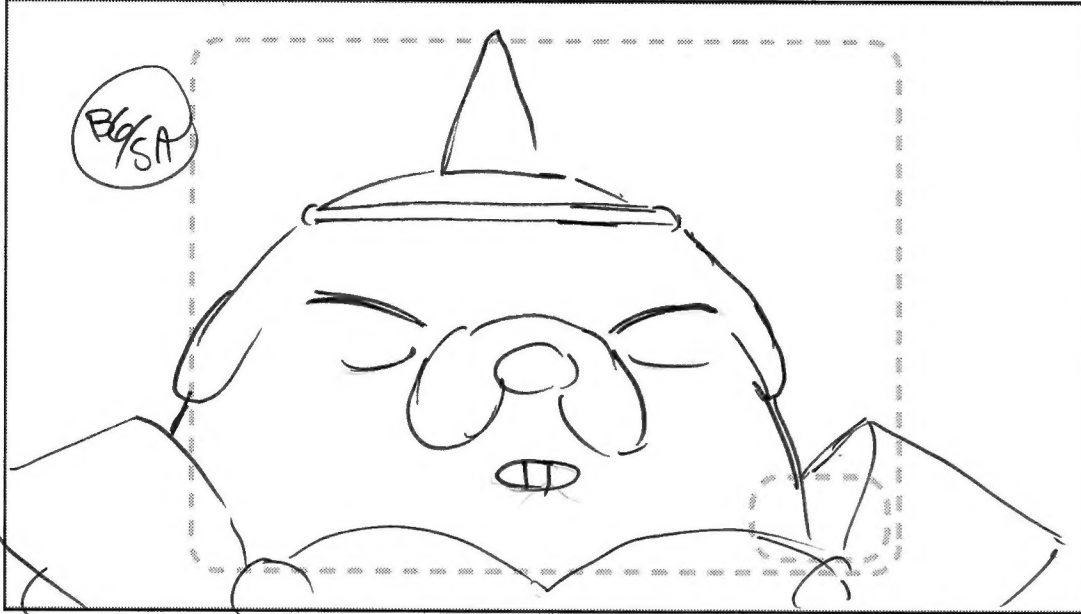
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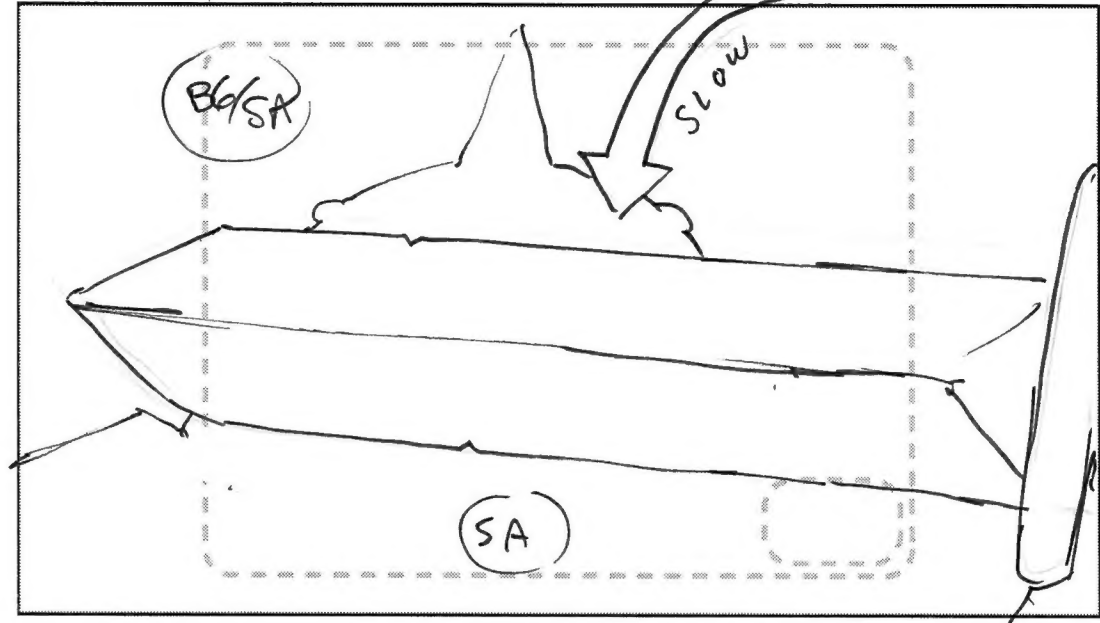


Page 5

Sc. 4 Pnl. B Bg. day night



Sc. 4 Pnl. C Bg. day night



Dialog:

Action:

- sword comes in slowly to "knight"
joke

Timing:

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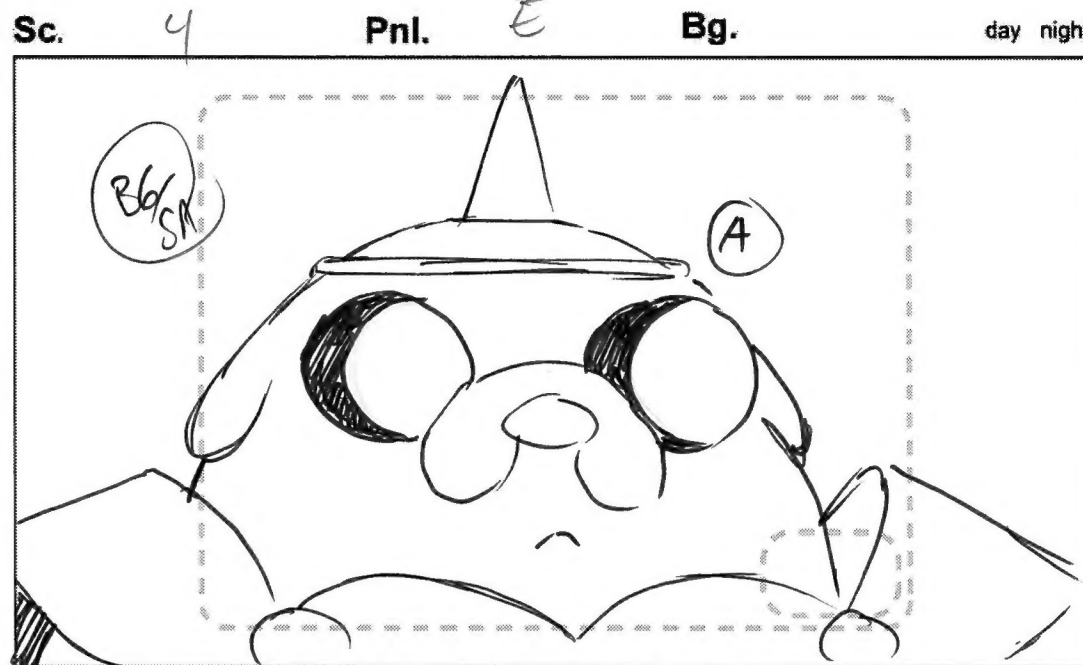
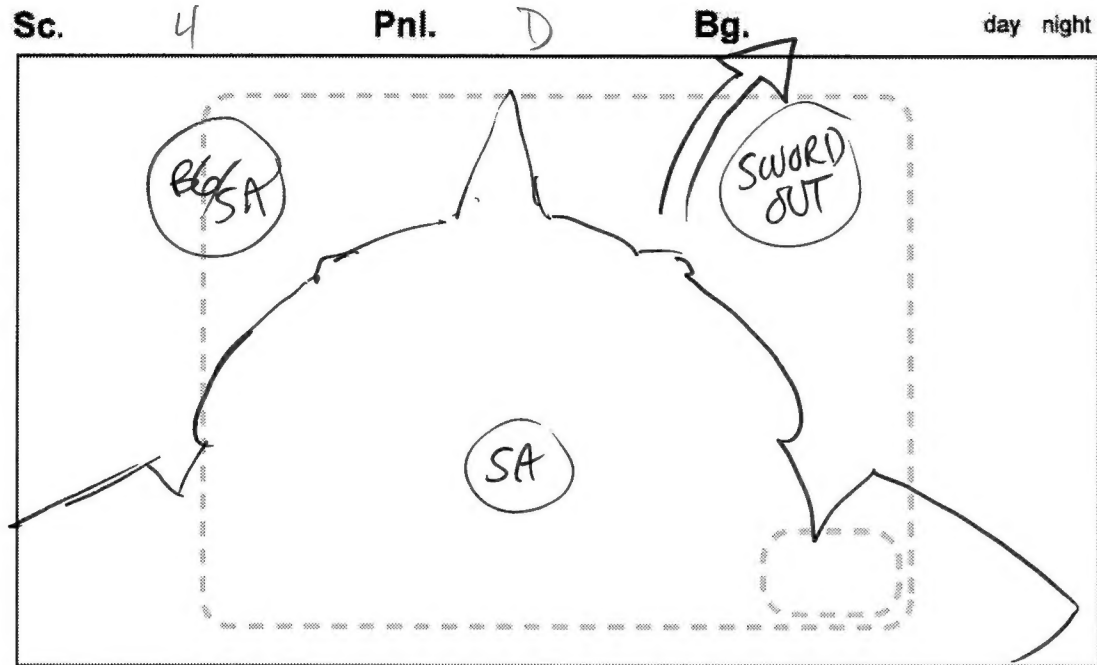
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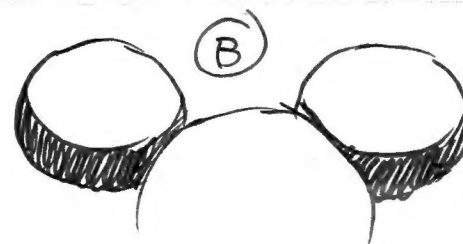
Page 6



Dialog:

Action:

Timing:



JAKE: (A) (B) (A)

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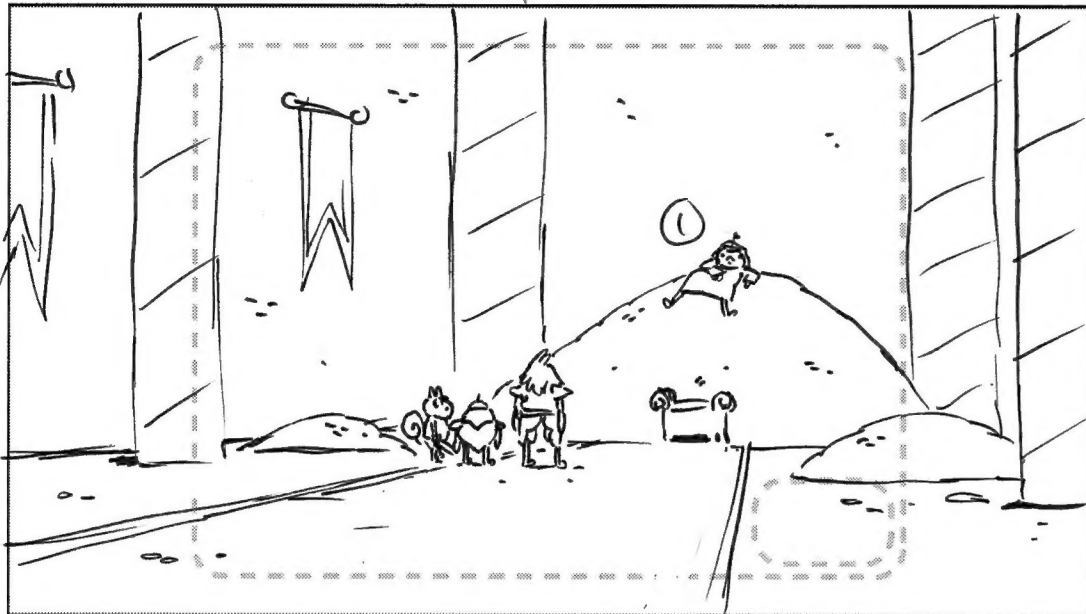
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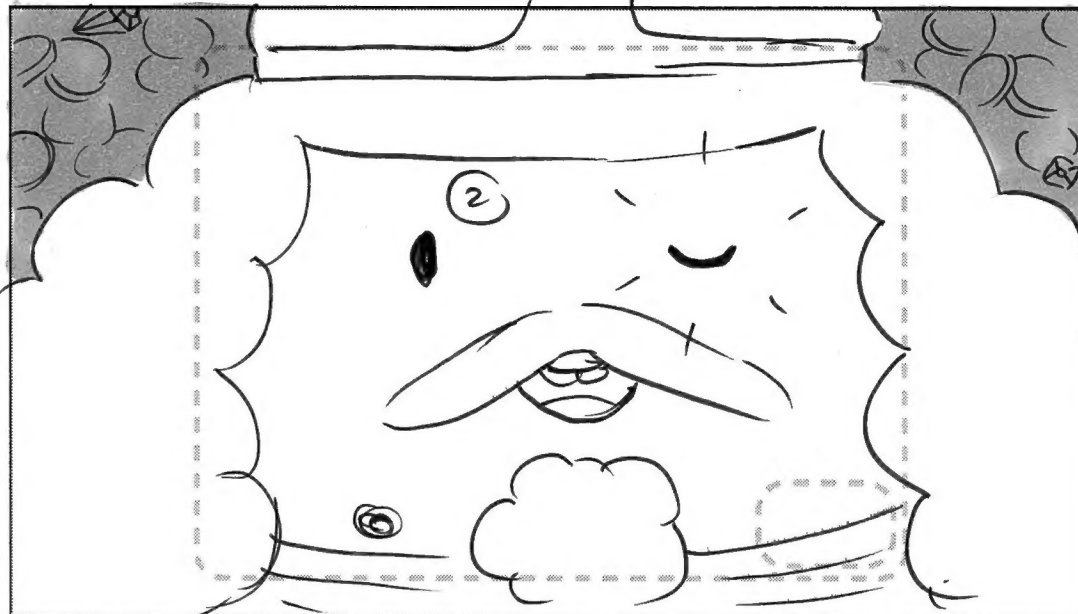


Page 7

Sc. 5 Pnl. A Bg. day night



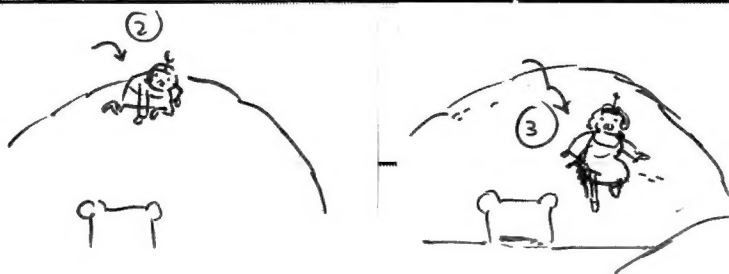
Sc. 6 Pnl. A Bg. day night



Dialog: (K.O.O.) You two now comprise the royal guard of the one true princess of Ooo...

(K.O.O.) That's me!

Action:



Timing:



Production :

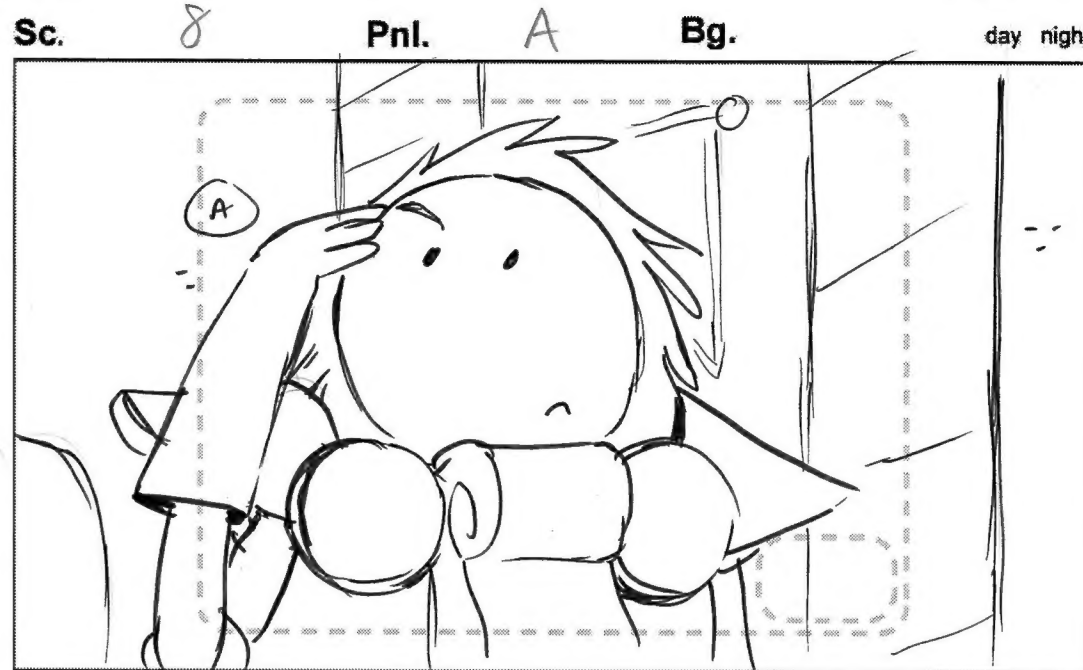
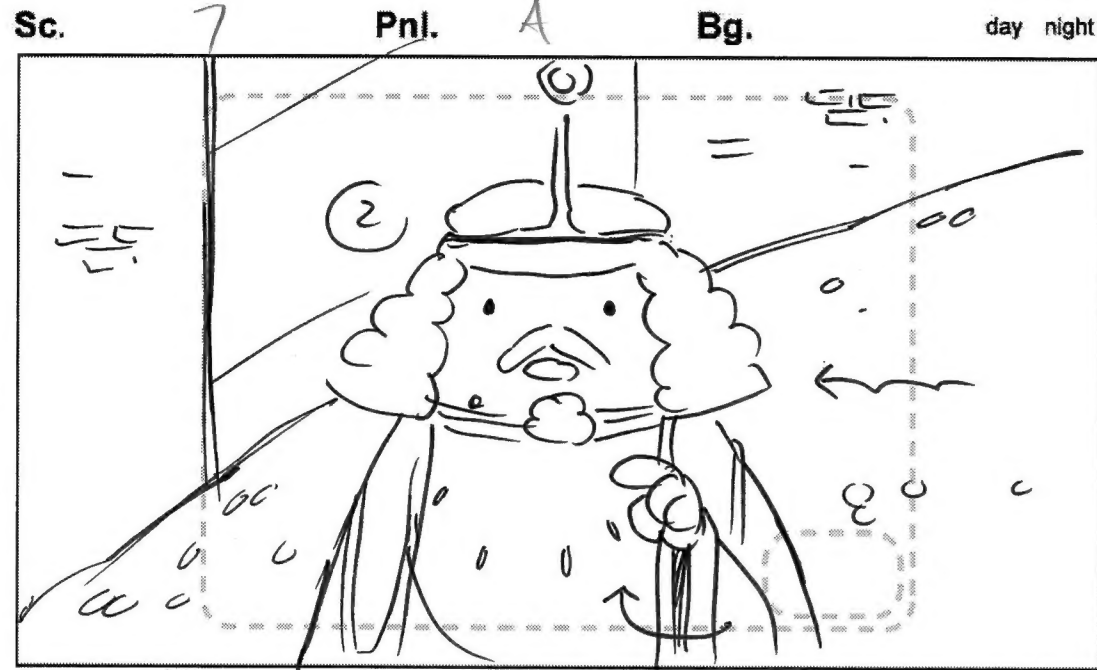
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ADVENTURE TIME



Page 8



Dialog: (Koo) As such, you may no longer own property or operate children, → (Koo) and must render all treasures →

Action:

Timing:



(A) (B) (A) (B) (A)
-Finn pokes at his cut



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Production :

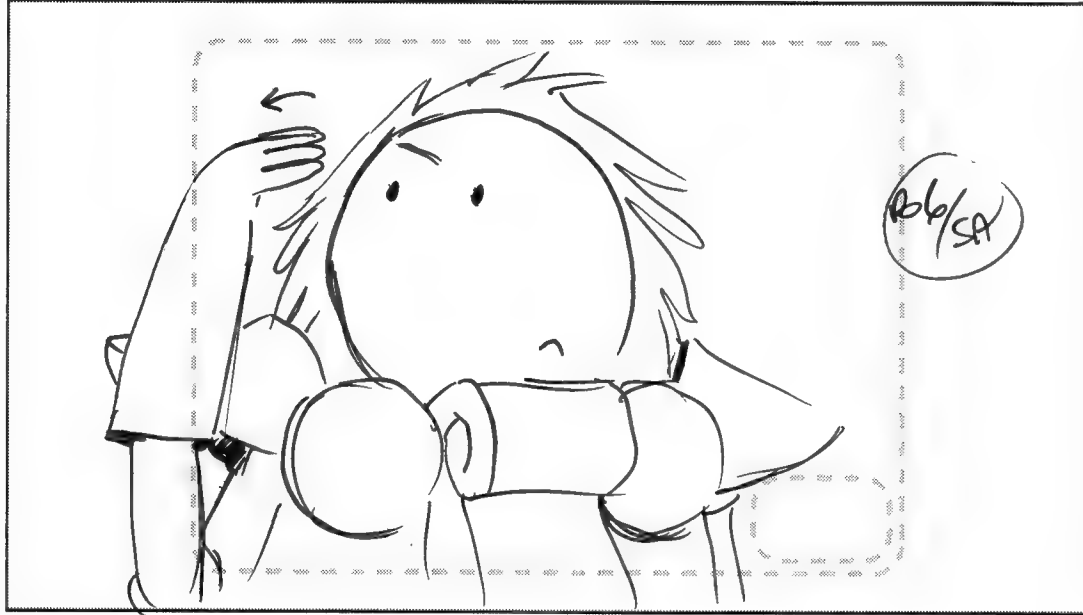
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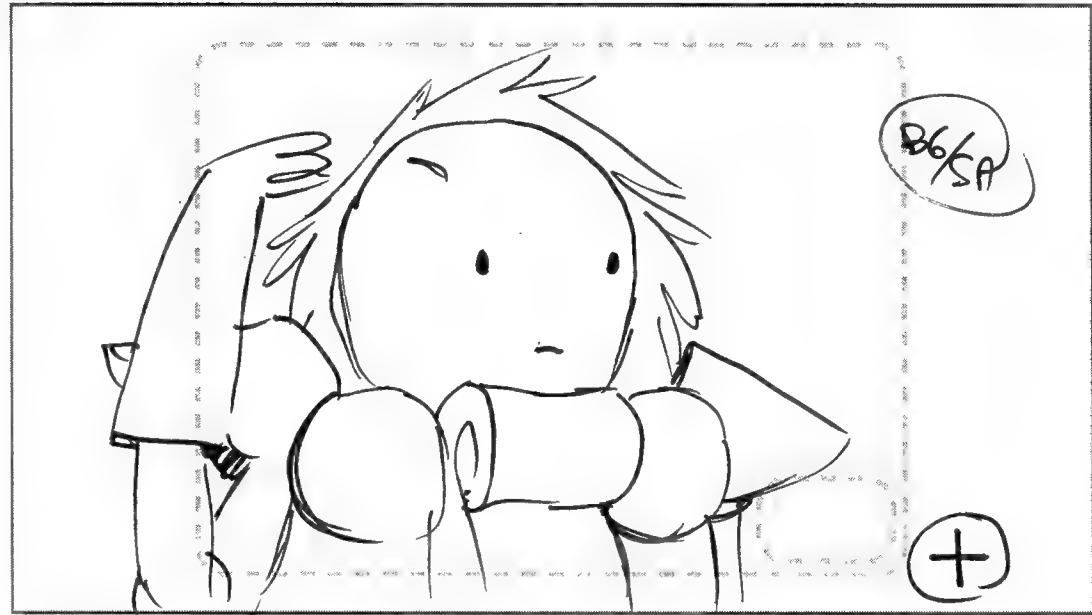


Page 9

Sc. 8 Pnl. B Bg. day night



Sc. 8 Pnl. C Bg. day night



Dialog: KOO → and wives unto your sworn princess within a hanging man's fortnight.

TAKE OS *pfft* joke's on you man, →

Action: - Finn look down at Jake as Jake speaks

Timing:

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Production :

ADVENTURE TIME



Page 10

Sc.

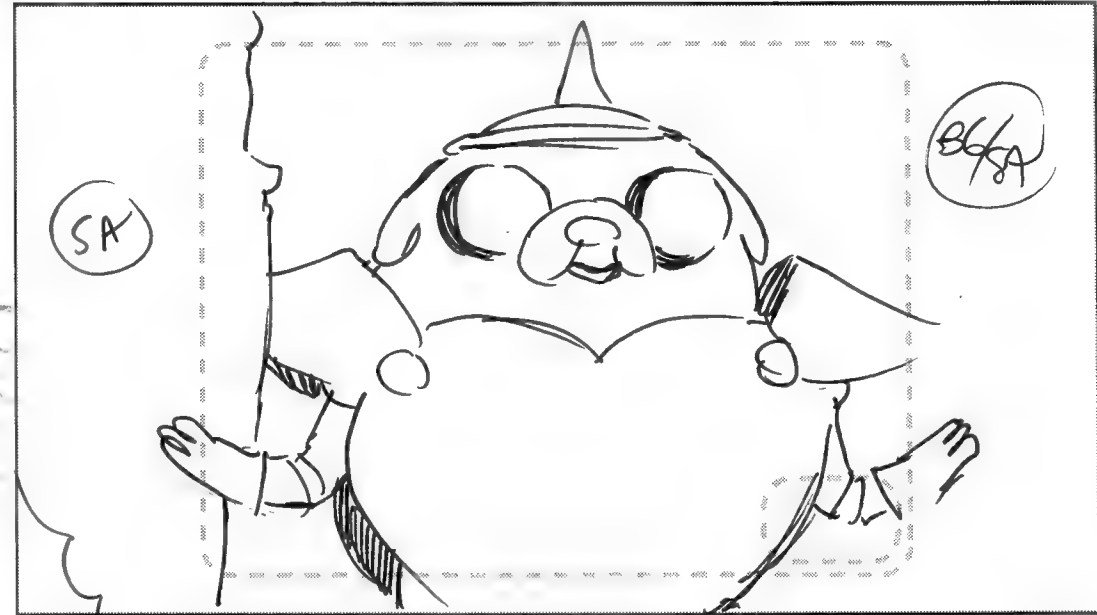
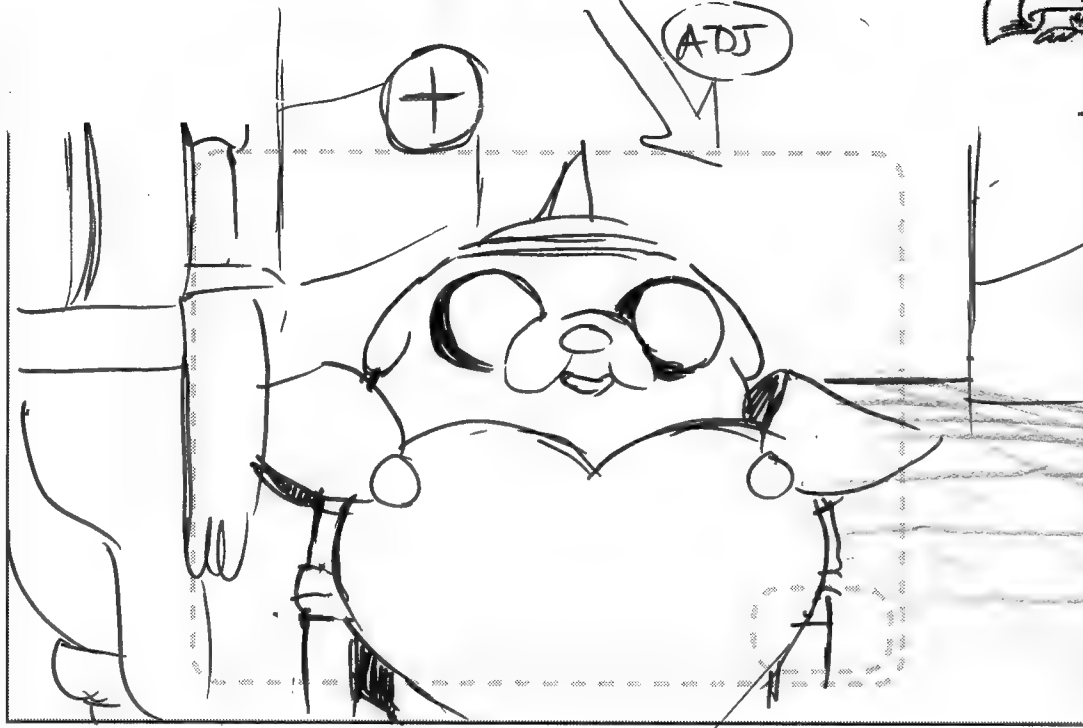
8

Pnl.

E

Bg.

day night



Dialog:

JAKE → we spent all our treasure
thu uthuh day, →

→ plus don't even have
any wives.

Action:

Timing:

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Production :

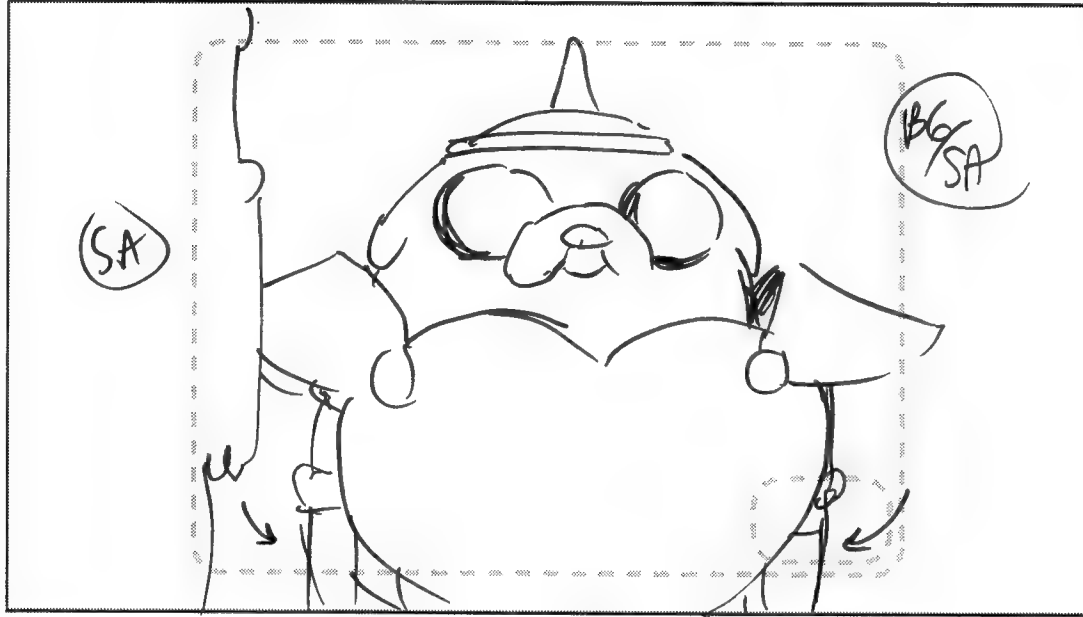
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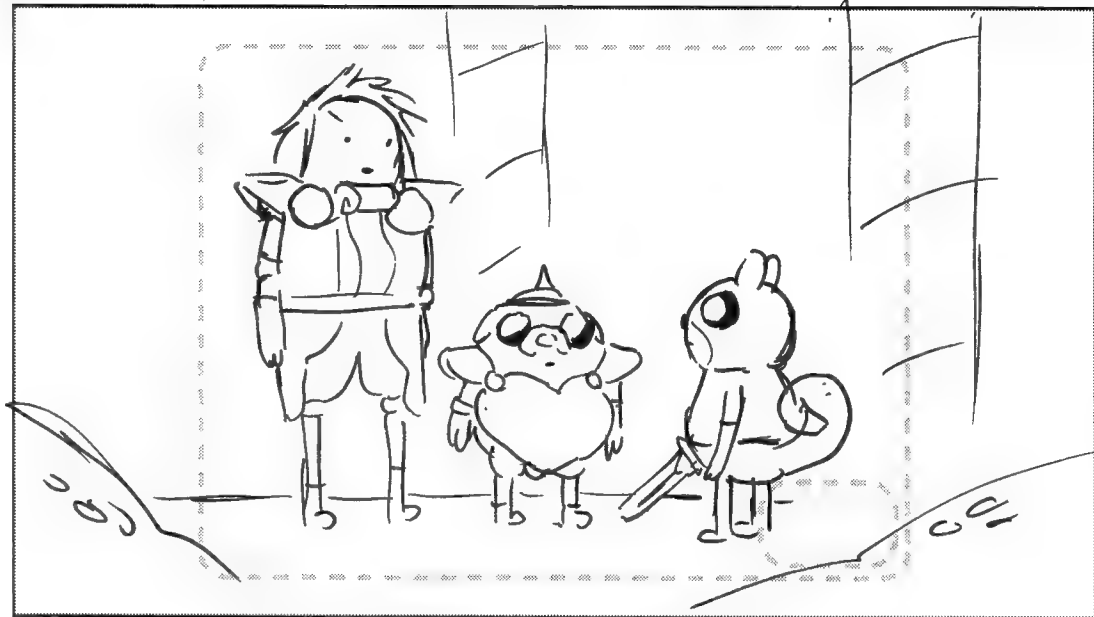


Page 11

Sc. 8 Pnl. F Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:

(FINN) OS wait - what?

(F:) → what about Lady?

Action:

Timing:

EPISODE #

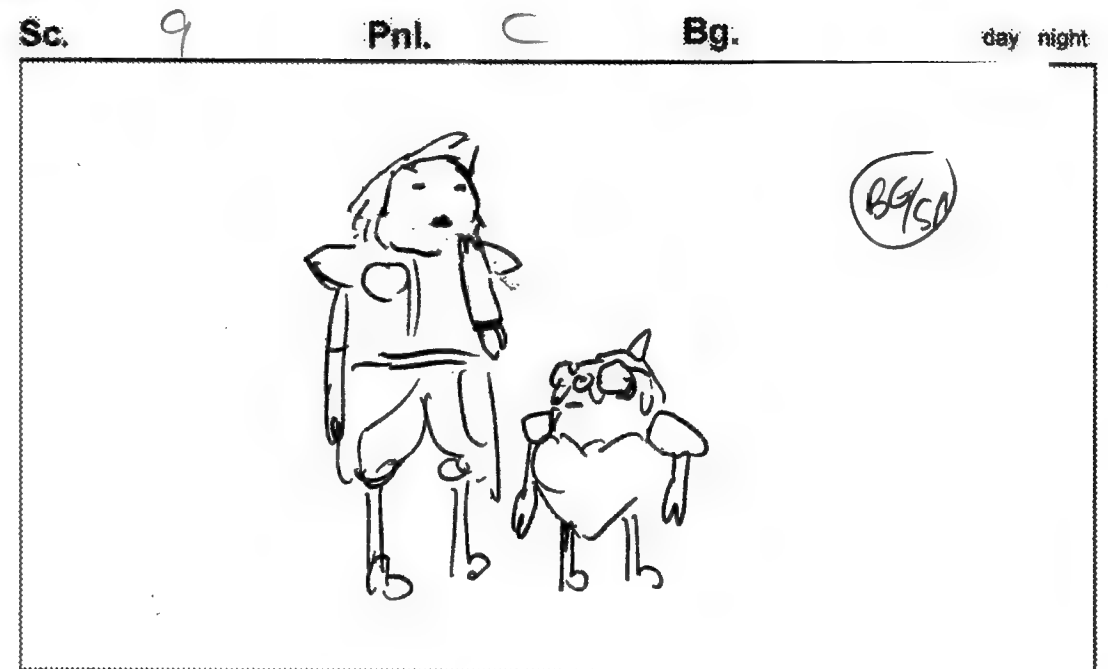
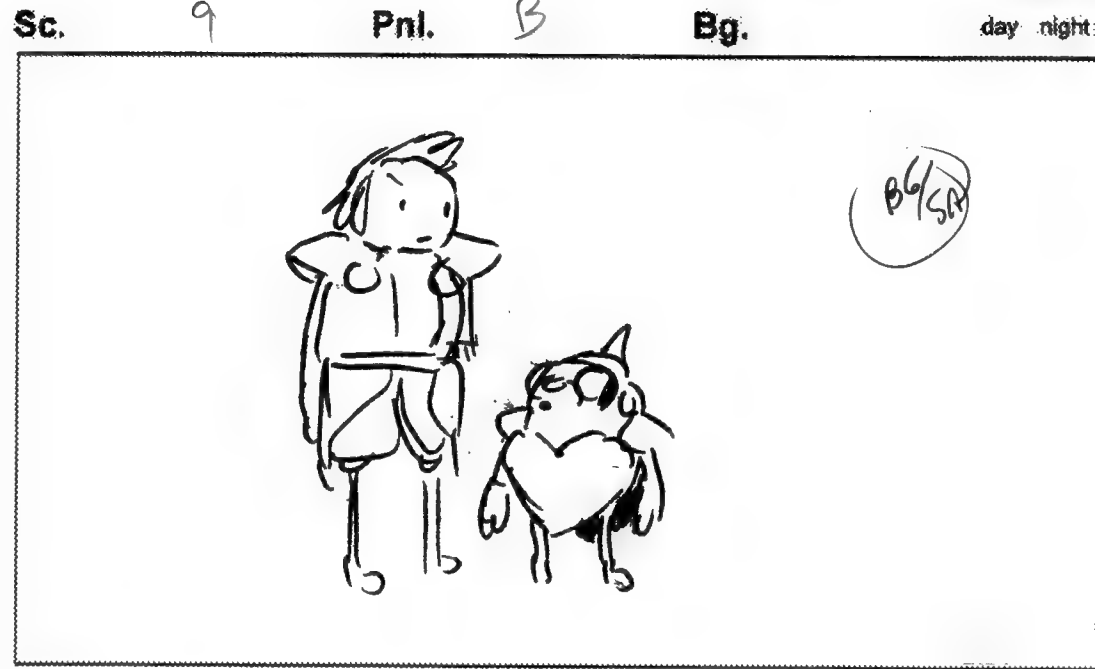
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Production :

ADVENTURE TIME



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Dialog:	(J:) Lady's my girlfriend	(F:) wait... but...
Action:		- Finn searches his memory
Timing:		

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ADVENTURE TIME



Page 13

Sc. 9 Pnl. D Bg. day night

Sc. 9 Pnl. E Bg. day night

Dialog:

...
- beat -

Action:

FinN: (A) (B) hold (A)

Timing:

(J.) that was tree trunks


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Sc. 9 Pnl. F Bg. day night



Sc. 9 Pnl. G Bg. day night



Dialog:

(F:) Oh yeshh...

(KOO) (OS) We, the inhabitants of Ooo, owe you heroes our very lives!

Action:

Timing:

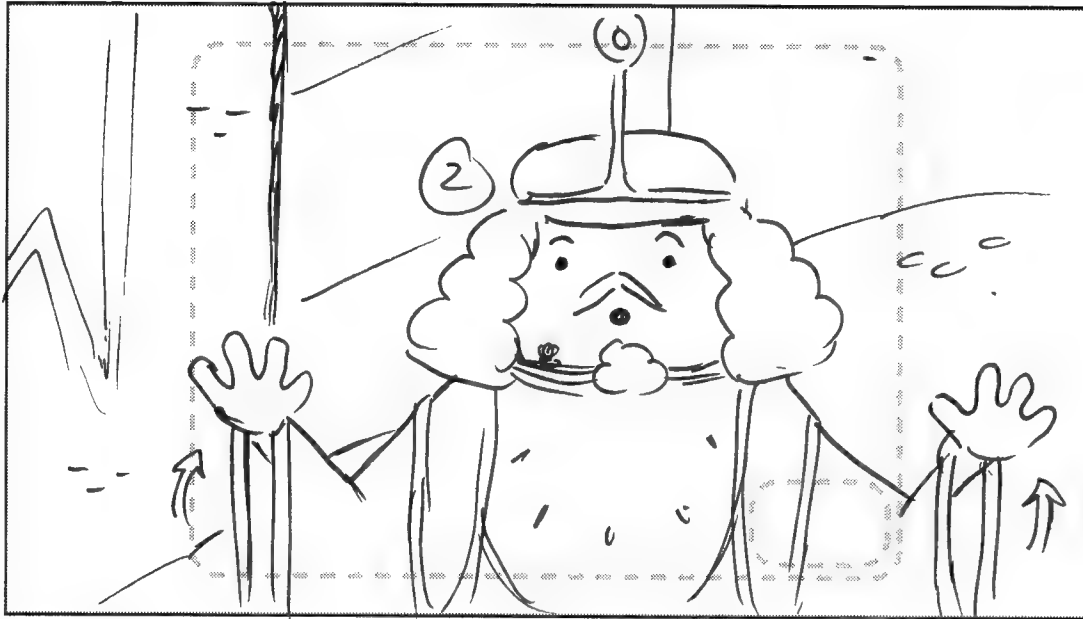
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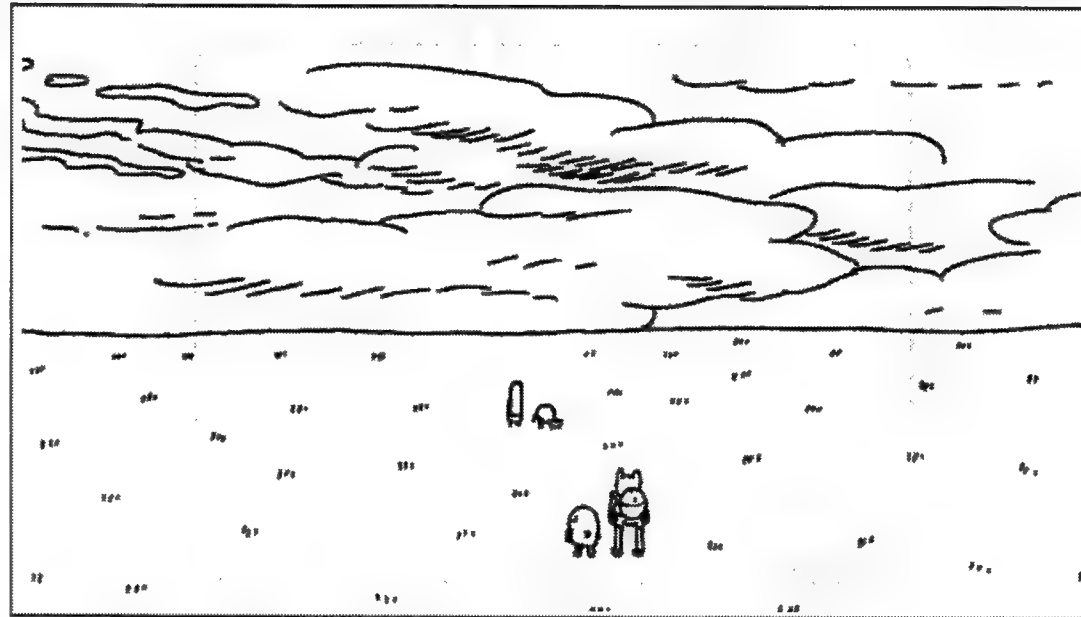


Page 15

Sc. 10 Pnl. A Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:
(Koo) As the once powerful and dignified Princess Bubblegum sulked off into exile →

Action:

Timing:



(Koo) OS after losing the support of the Candy people,

* reuse footage from Hot Diggity Doom

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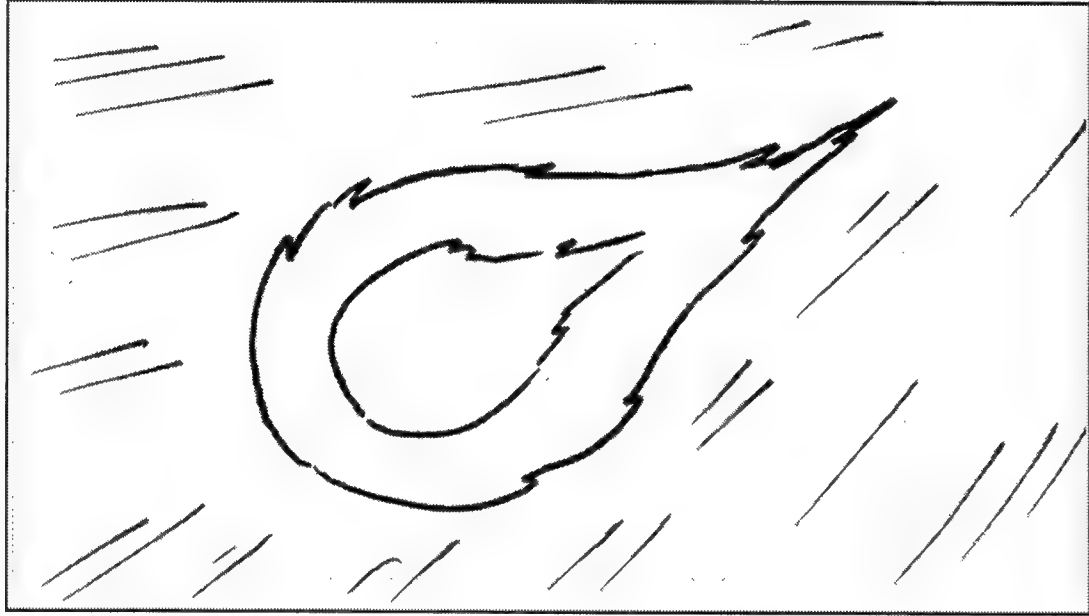
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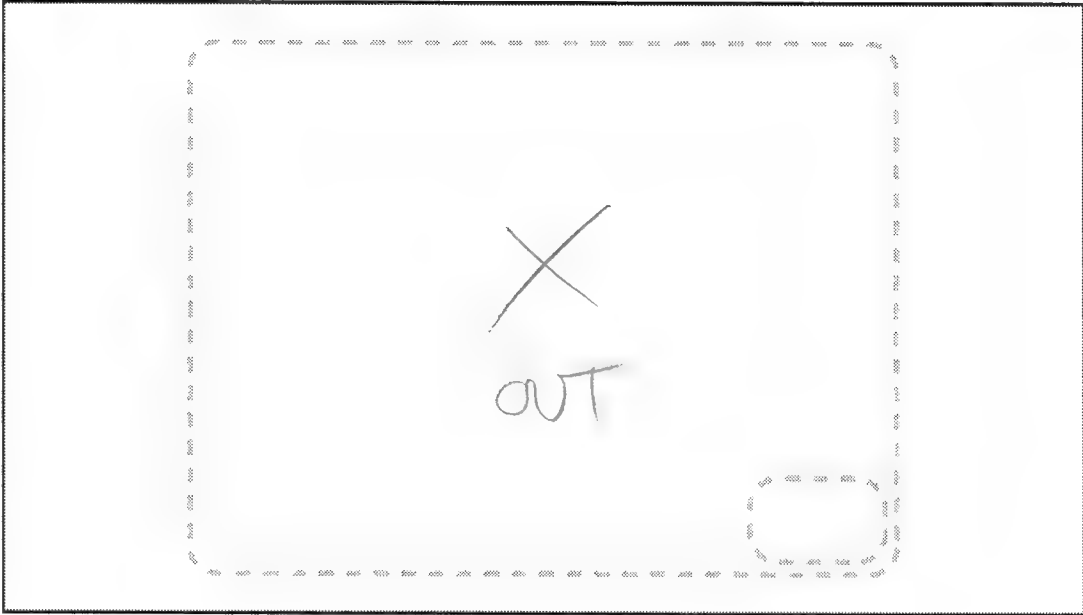
ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(KOO) (OS) → it fell upon <u>you</u> <u>two</u> , to save us from the impending comet of doom, →
Action:	* reuse footage from The Comet
Timing:	

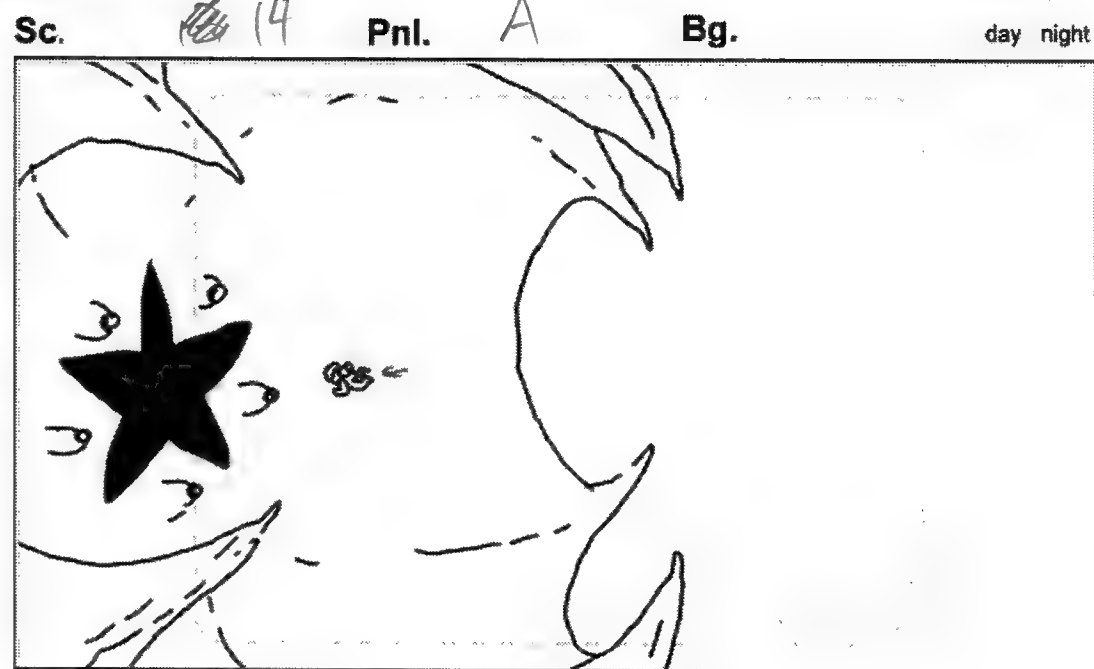
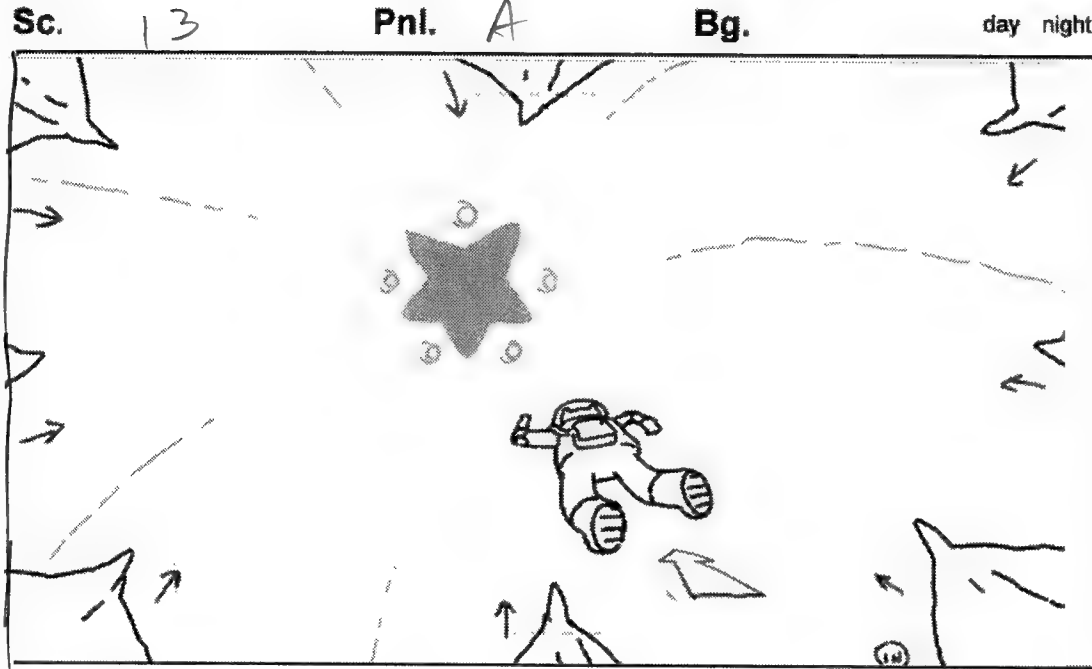
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ADVENTURE TIME



Page 17
day night



Dialog:

(KOOOS) And/or from the hideous ORGALORG, →

Action:

* REUSE footage from the comet

Timing:

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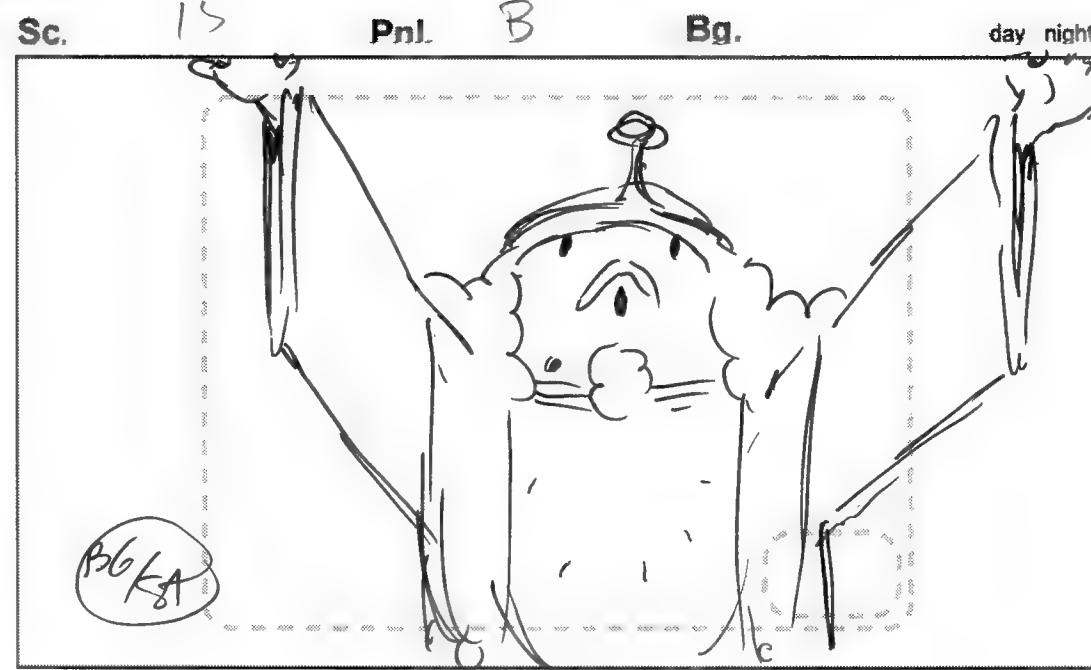
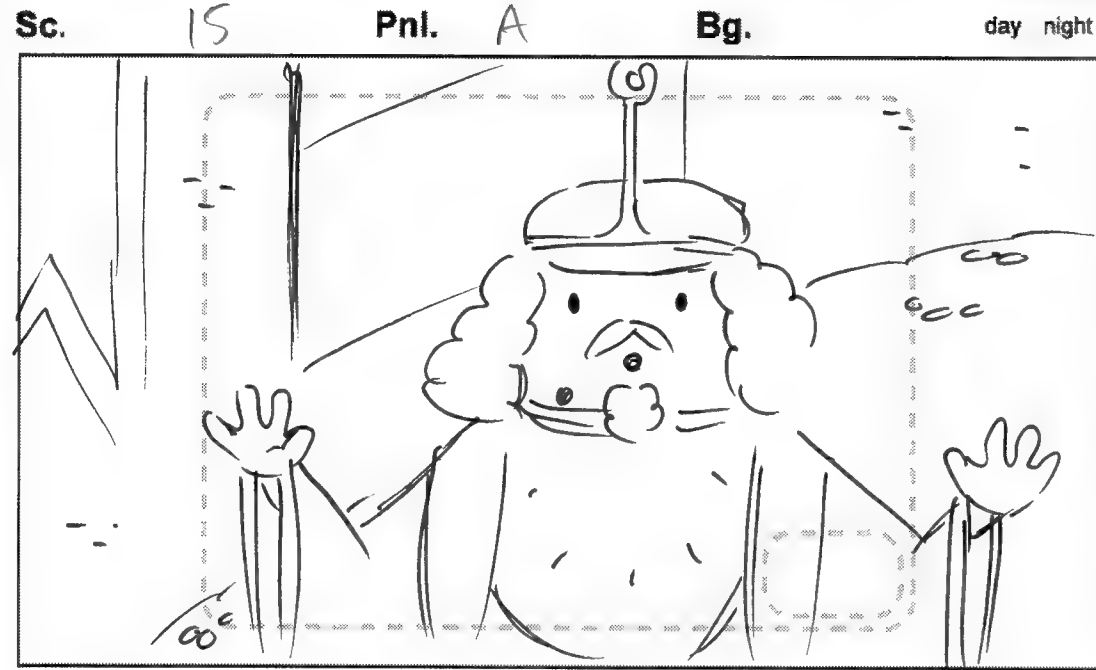
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ADVENTURE TIME



Page 18



Dialog: (KOO) → who aimed to eat the powerful comet and grow invincible!

Action:

Timing:

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Production :

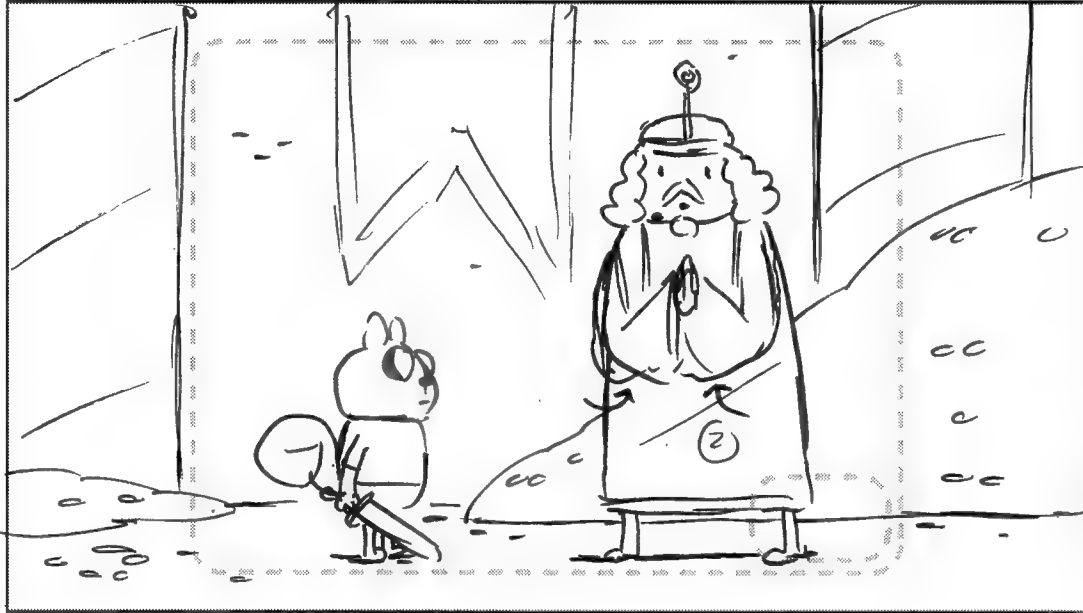
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ADVENTURE TIME



Page 19

Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog: KOO And for that we are eternally grateful.

Action:

Timing:



TORONTO: I know I am.

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ADVENTURE TIME



Sc. 16 Pnl. C Bg. day night



Sc. 17 Pnl. A Bg. day night

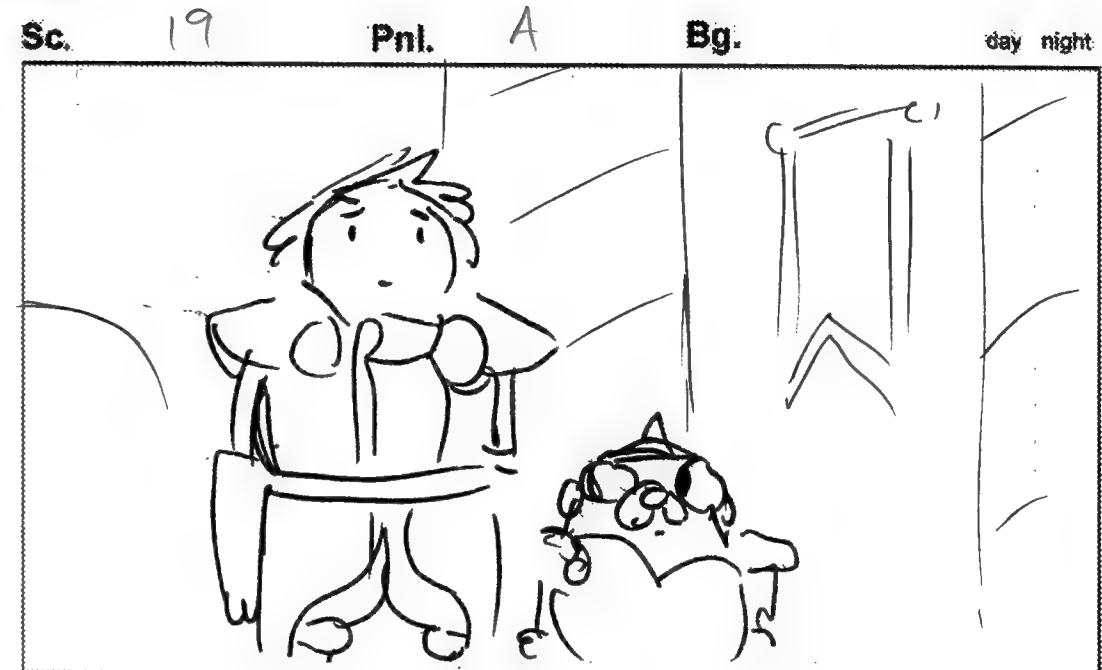
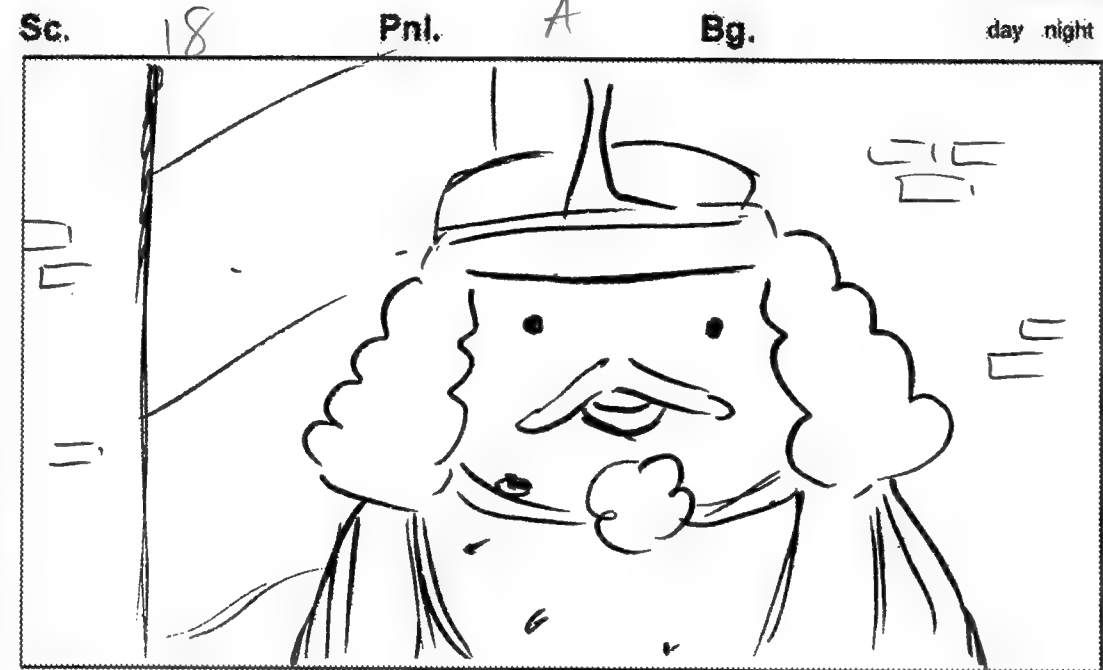


Dialog:	<p>(Koo) But now your bravery is essential to a new heroic task!</p> <p>- BEAT -</p>
Action:	
Timing:	

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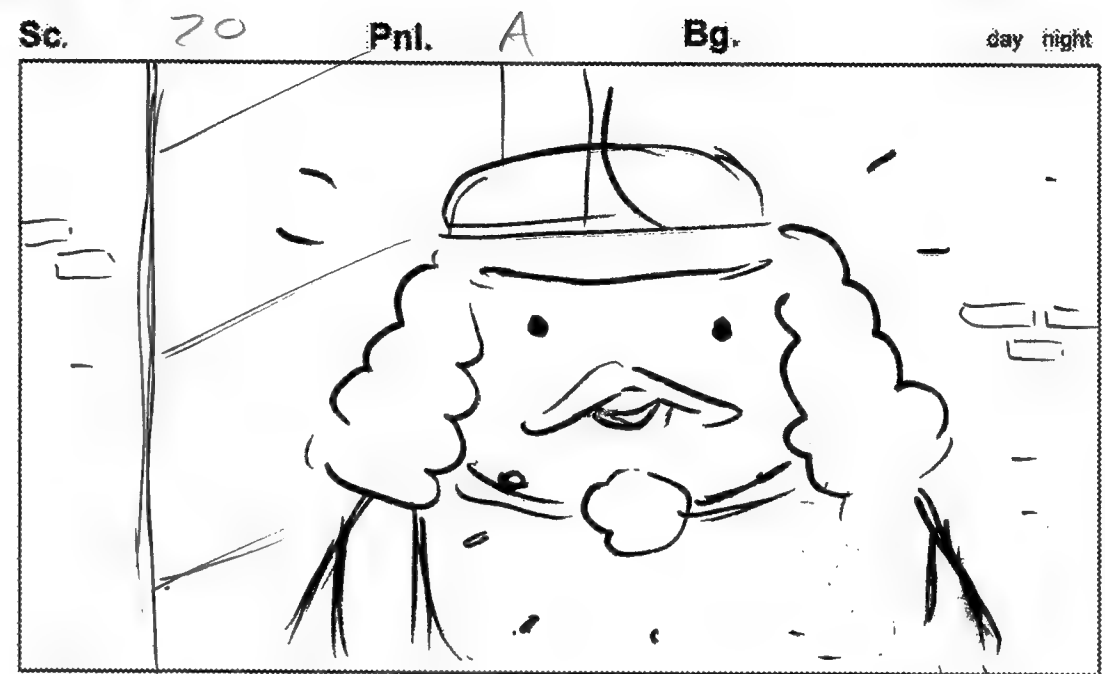
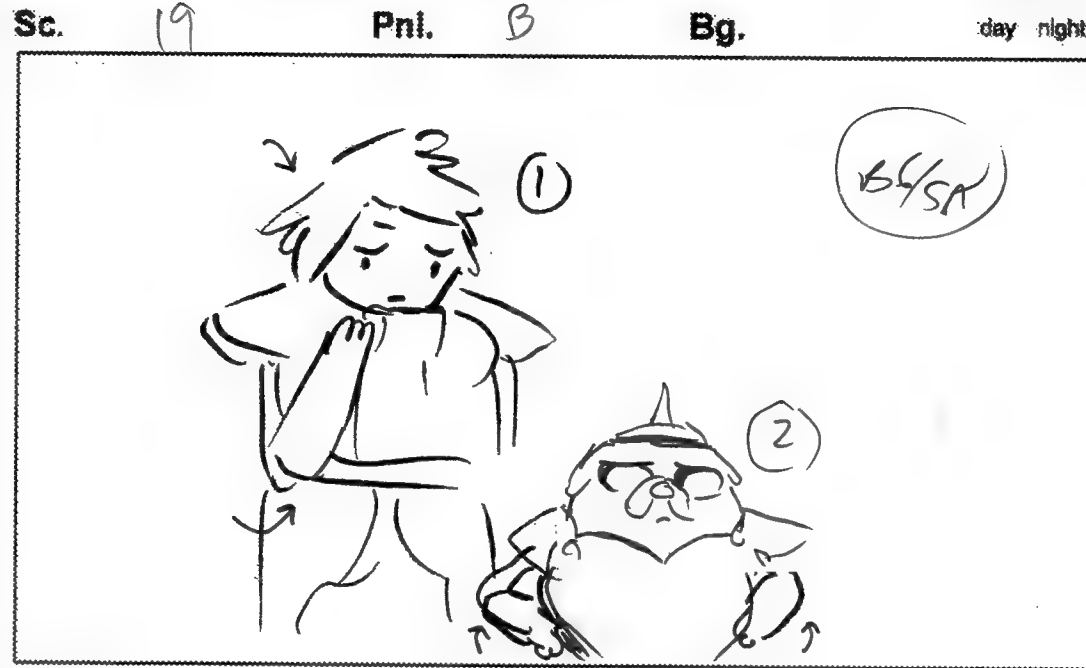
Dialog:	→ Can you guess what it is
Action:	
Timing:	

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ADVENTURE TIME



Page 22



Dialog:

(F:) ... uh

(K) c'mon guess!

Action:

- Finn and Jake think

Timing:

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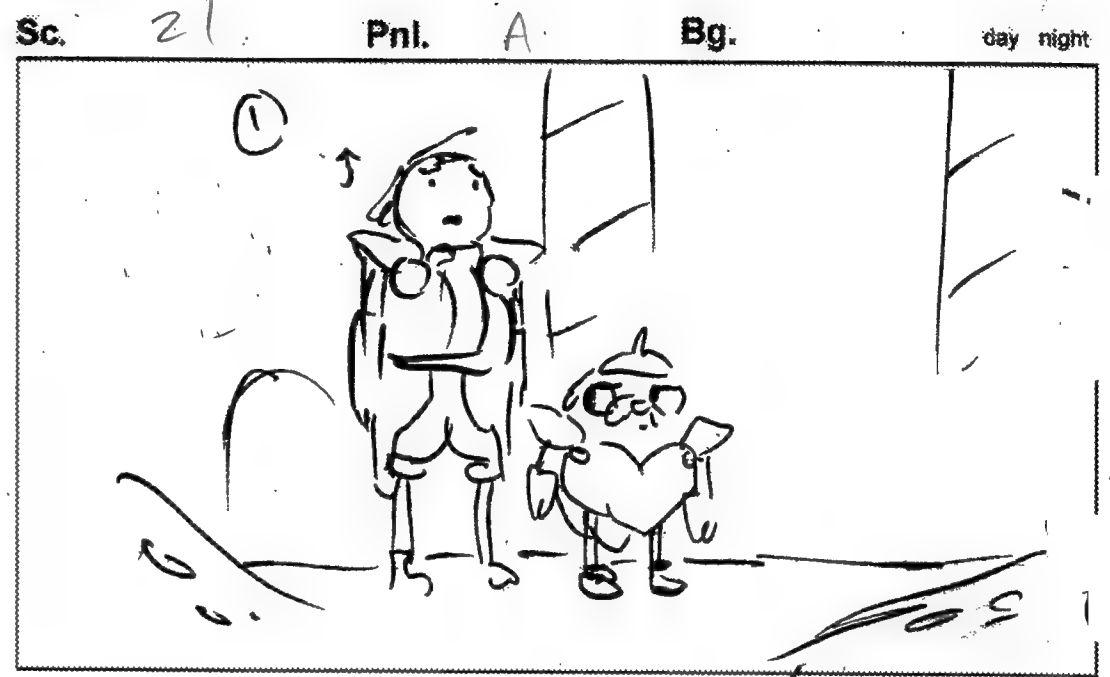
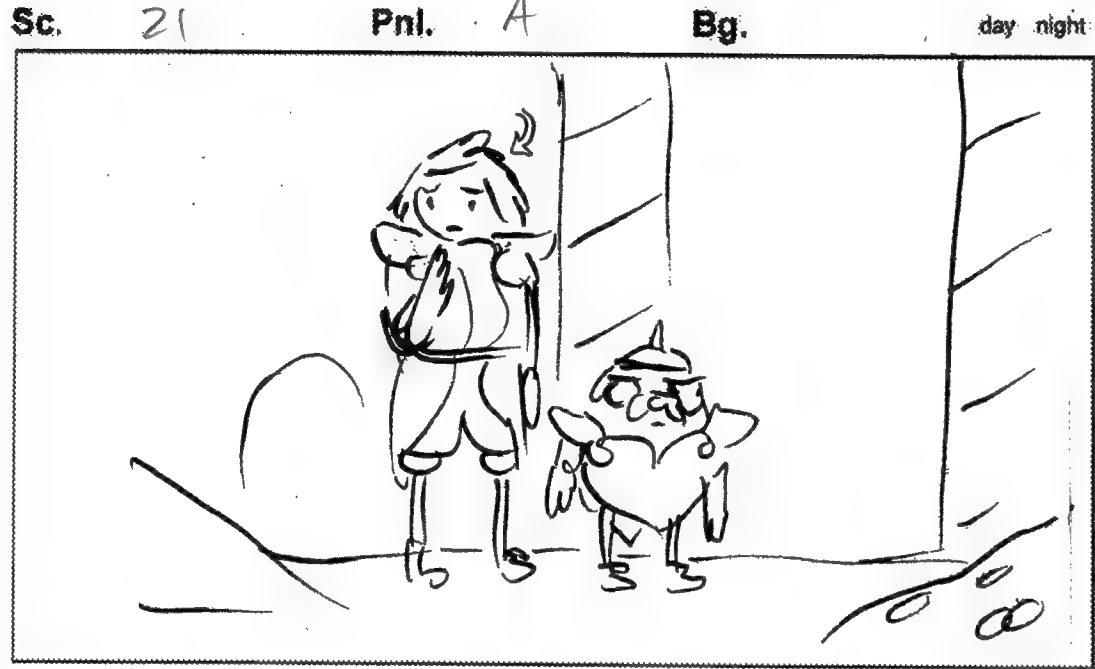
Production :

ADVENTURE TIME



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Page _____



Dialog:

(F) mm...
(best)

(F:) (unsure) fight a dragon?

Action:

① Finn looks up

② Finn speaks

Timing:

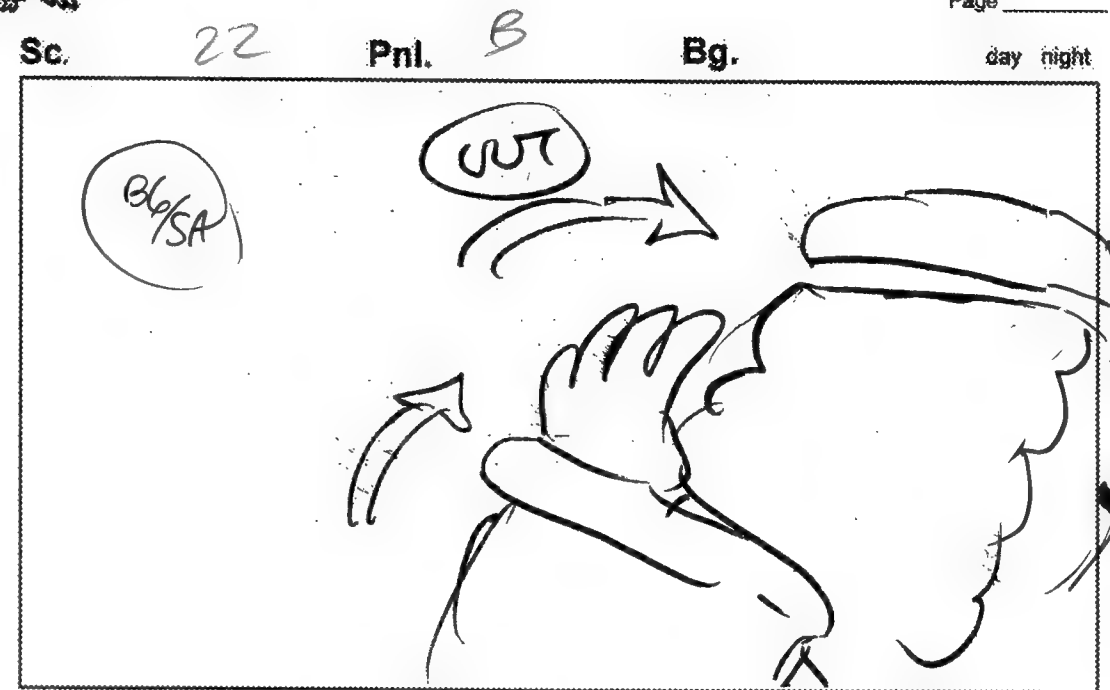
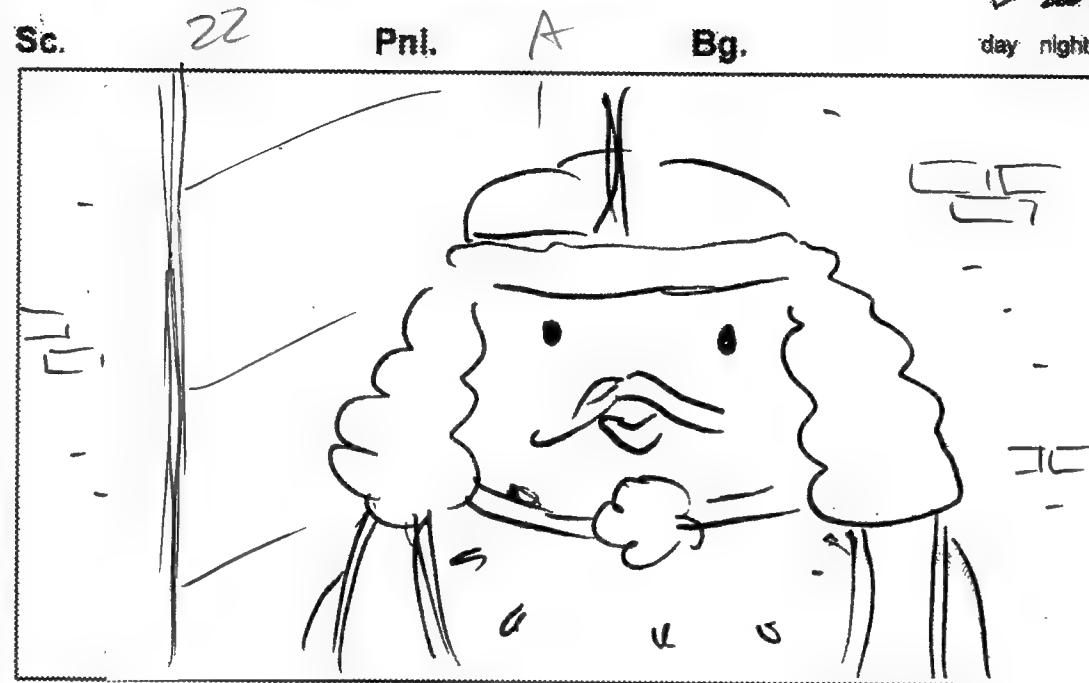
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Production :

ADVENTURE TIME



Page 24



Dialog:

(KOO) Wrong!!

Action:

- Quick cut to this shot, so that Finn and Koo's dialogue almost overlap

Timing:

(KOO) → follow me!

ALT: c'mon follow me!

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Page 25

Sc.	Pnl.	Bg.	day	night

WIPE

Sc.	23	Pnl.	A	Bg.	day	night

Dialog:

(SFX:) squeaky cndy segway :-
- bumping up stairs

Action:

Timing:

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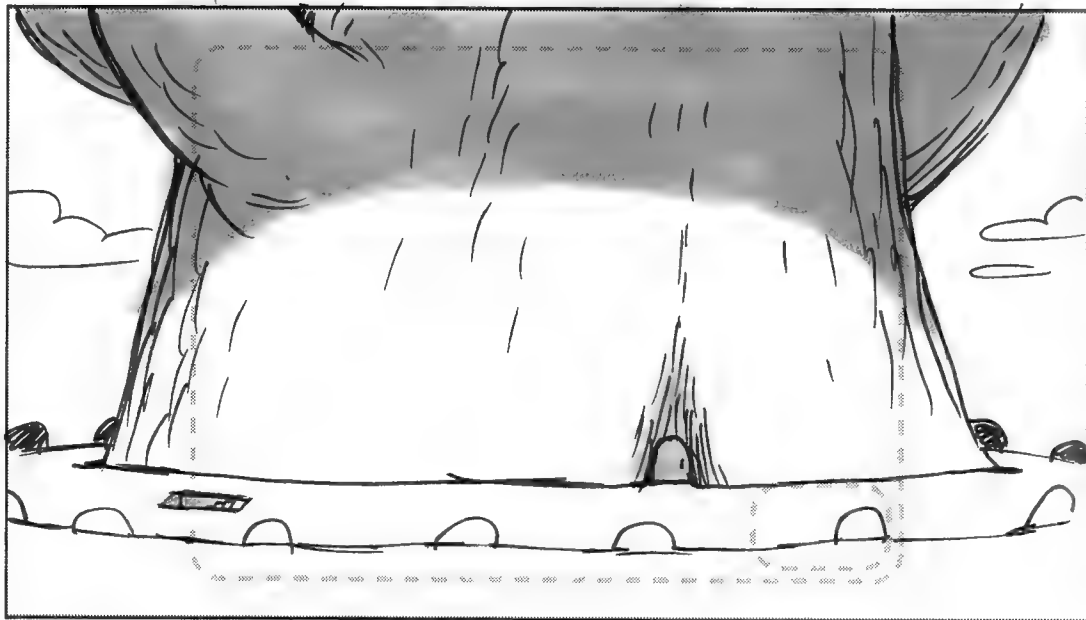
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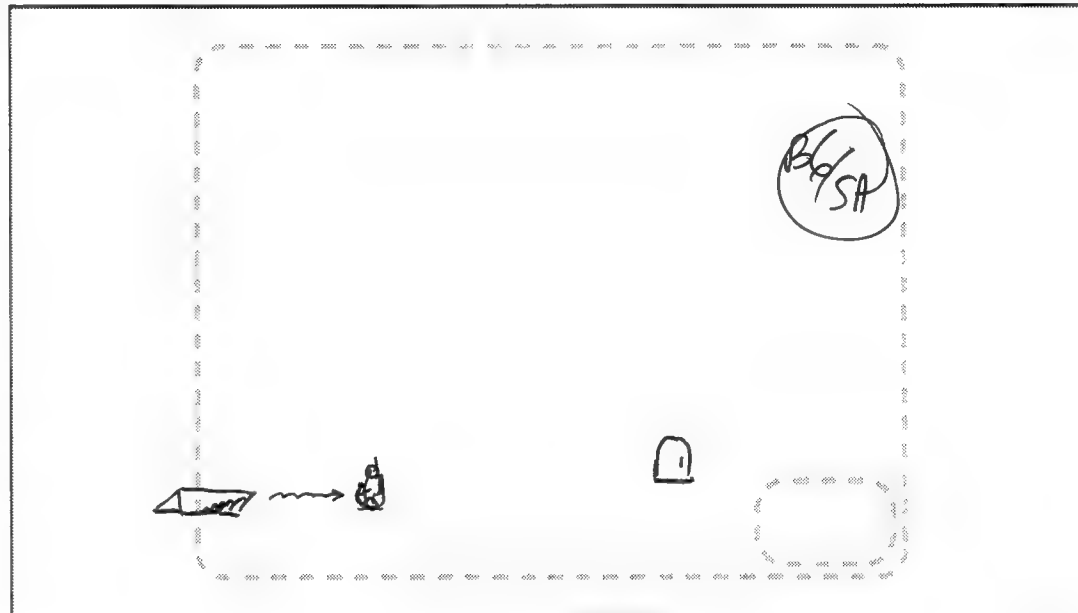


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Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

SFX: segway noises

Action:

- King of Ooo ascends
stairway on his
CANDY SEGWAY



Timing:



CLOSE-UP

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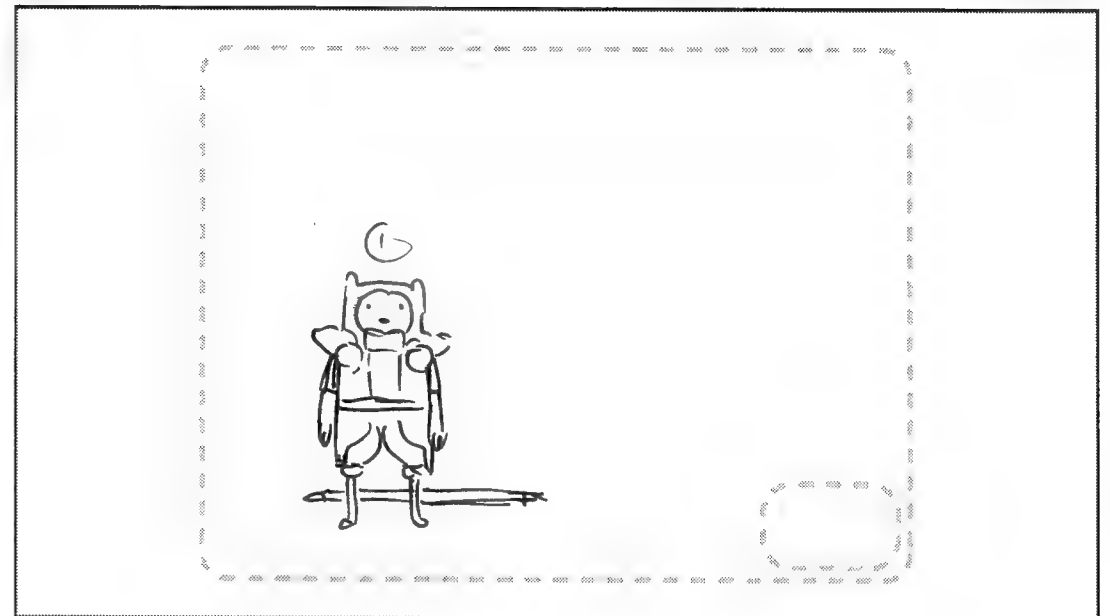


Page 27

Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog: (Finn) * sigh * man this is stupid → I miss P.B.
as heck...

Action:

(2)

Timing:



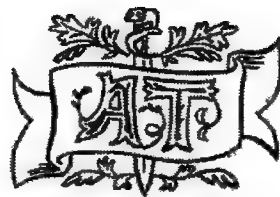
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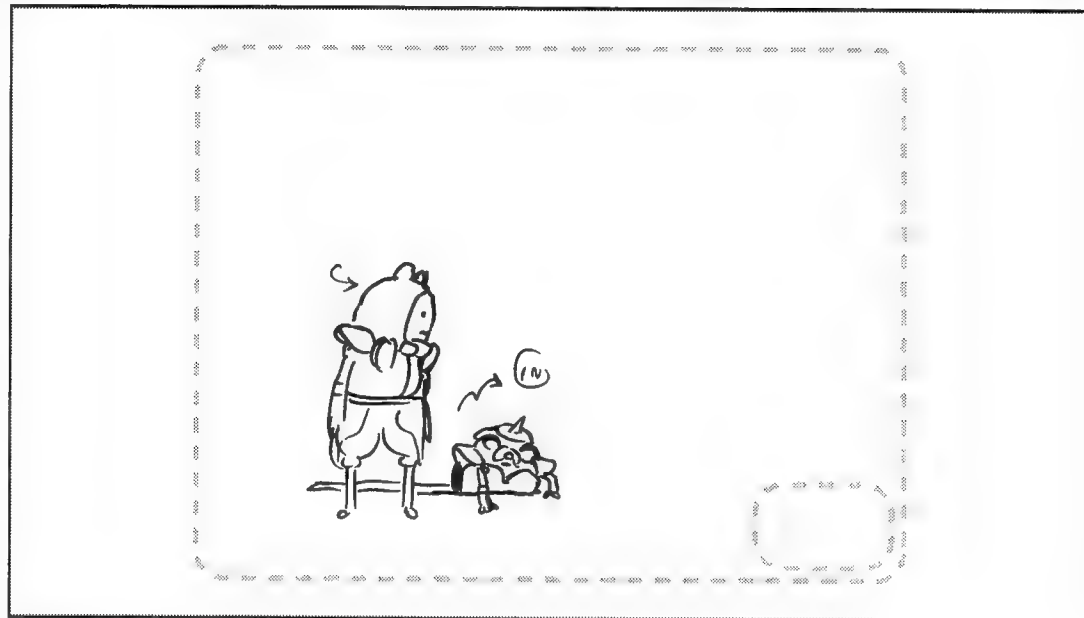
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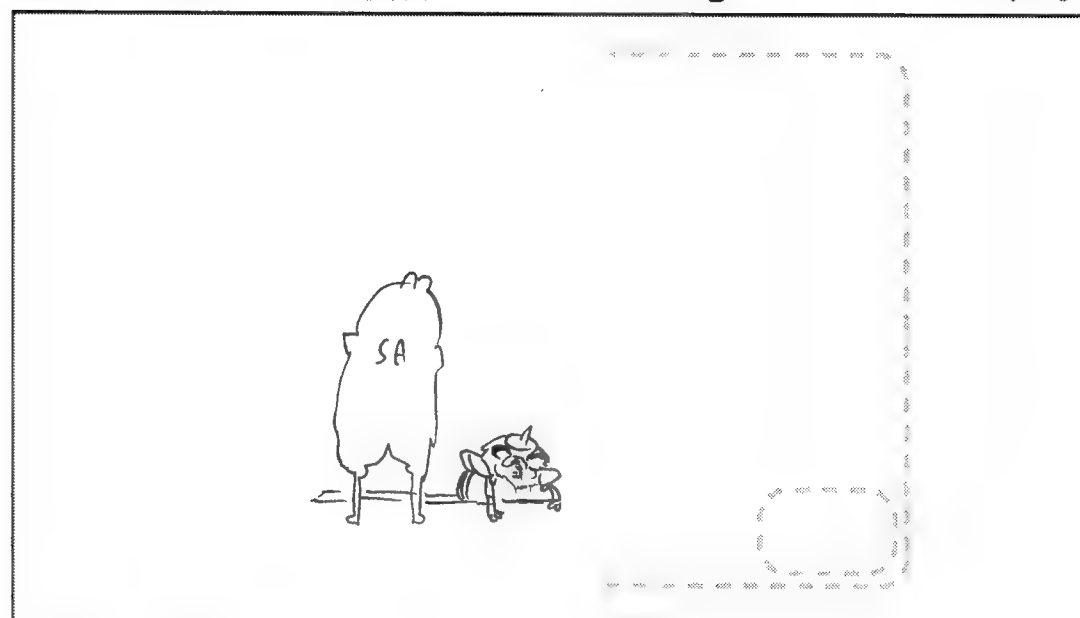


Page 28

Sc. 25 Pnl. c Bg. day night



Sc. 25 Pnl. D Bg. day night



Dialog: JAKE: (out of breath) Yeah I guess...

(J:) (catches breath)

Action: - Jake climbs in with much effort; armor is very heavy. Jake pauses to catch his breath.

Timing:

Production :

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ADVENTURE TIME



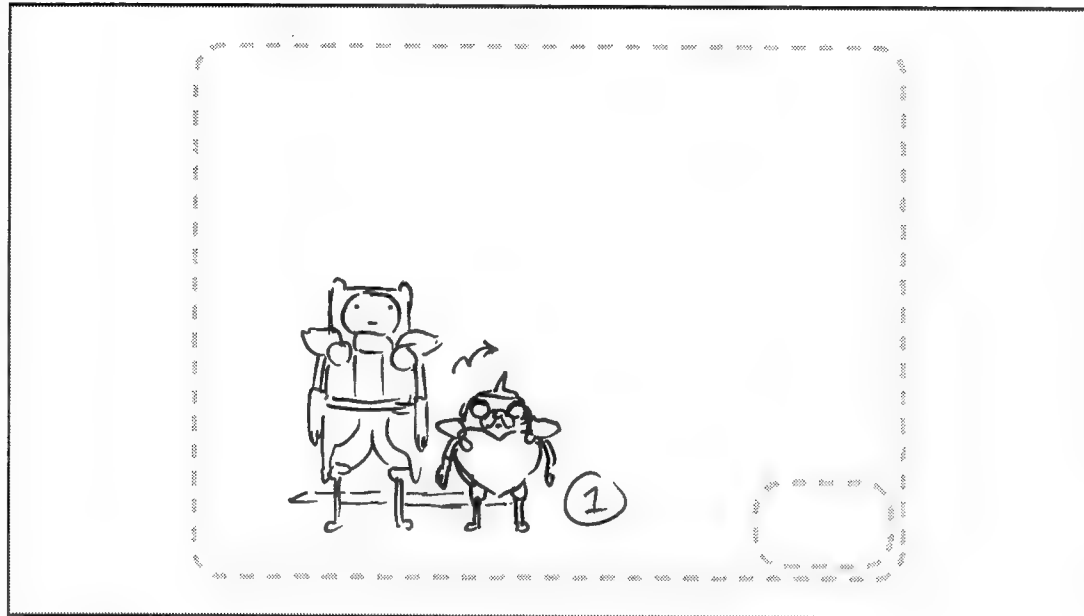
Page 29

Sc. 25

Pnl. E

Bg.

day night

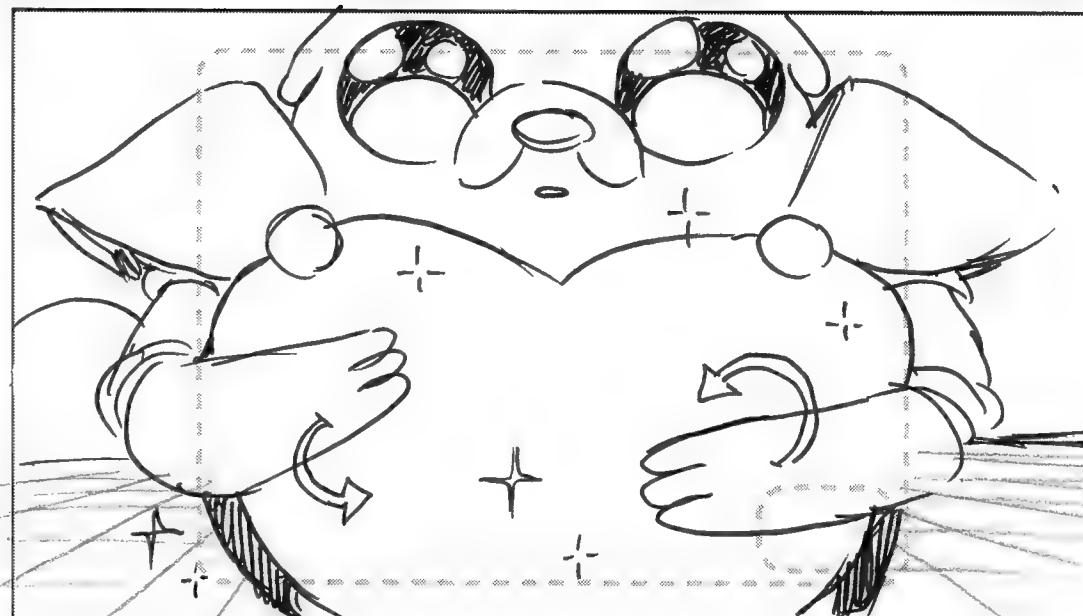


Sc. 26

Pnl. A

Bg.

day night



Dialog:

(J:) ① I mean,
② except for this sweet
armor though...

(J:) This armor's hot like fire...

Action:



- Jake rubs armor lovingly

Timing:

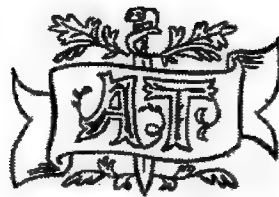
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ADVENTURE TIME



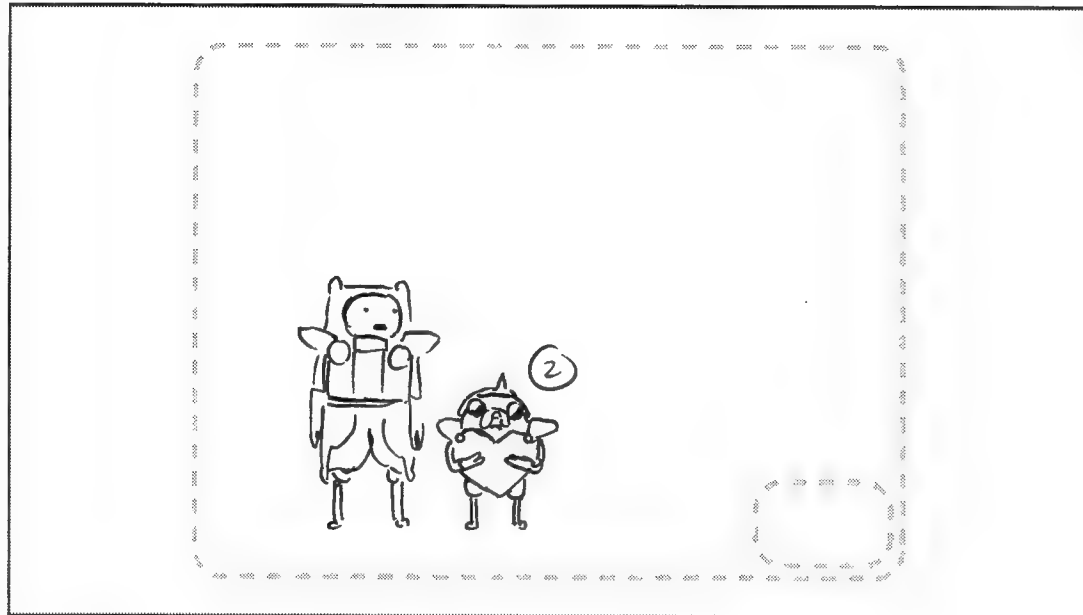
Page 30

Sc. 27

Pnl. A

Bg.

day night



Sc. 27

Pnl. B

Bg.

day night



Dialog:

(F:) Nah, the armor's stupid too.

(F:)(muttering under his breath)
dang King of Ooo, goin around
like DJ Snappy...

Action:



Timing:

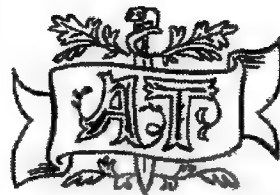
EPISODE #

1034-209

Production :

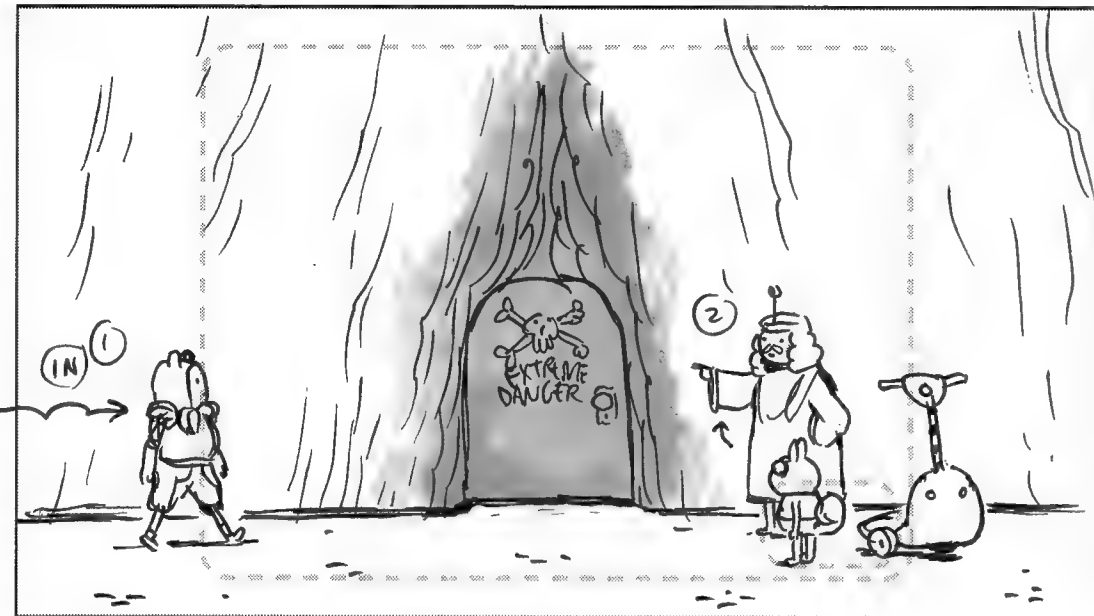
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ADVENTURE TIME



Page 31

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



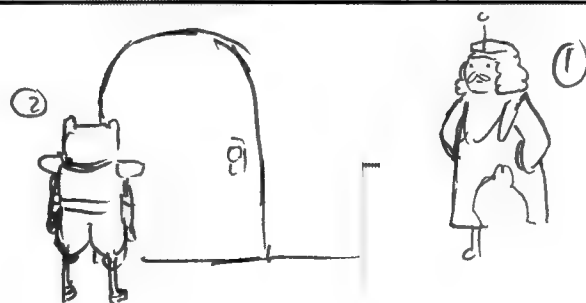
Dialog:

(Koo) This is it fellas, →

(Koo) os the only spot in the Kingdom left unscoured during my treasure census.

Act

Tim



- Joke waddles in slowly, after Finn has already reached doorway.



Production :

EPISODE #

1034-209

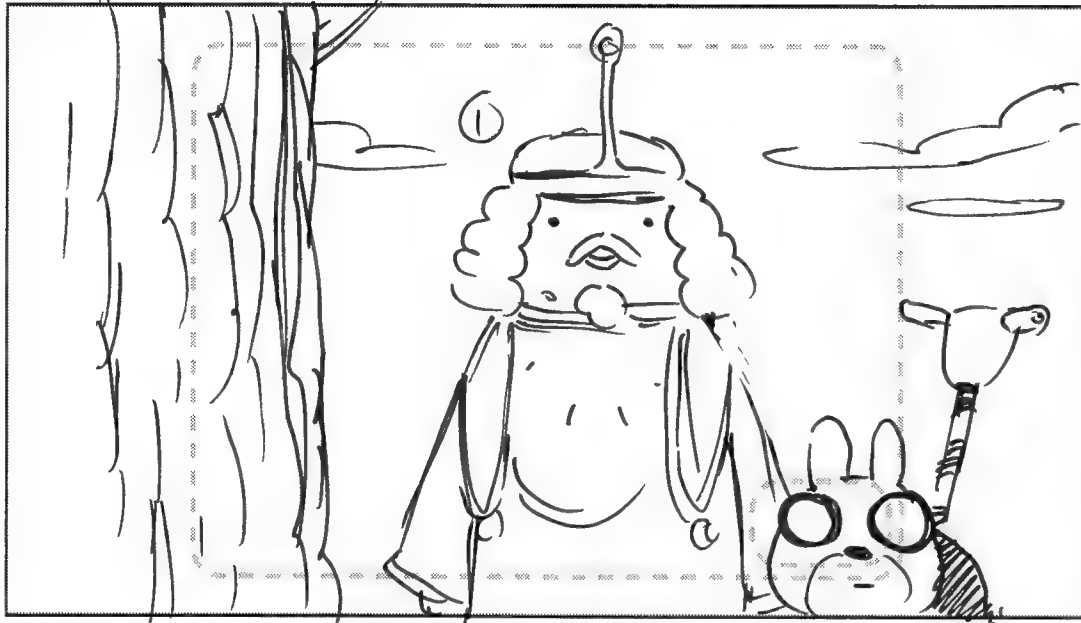
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ADVENTURE TIME

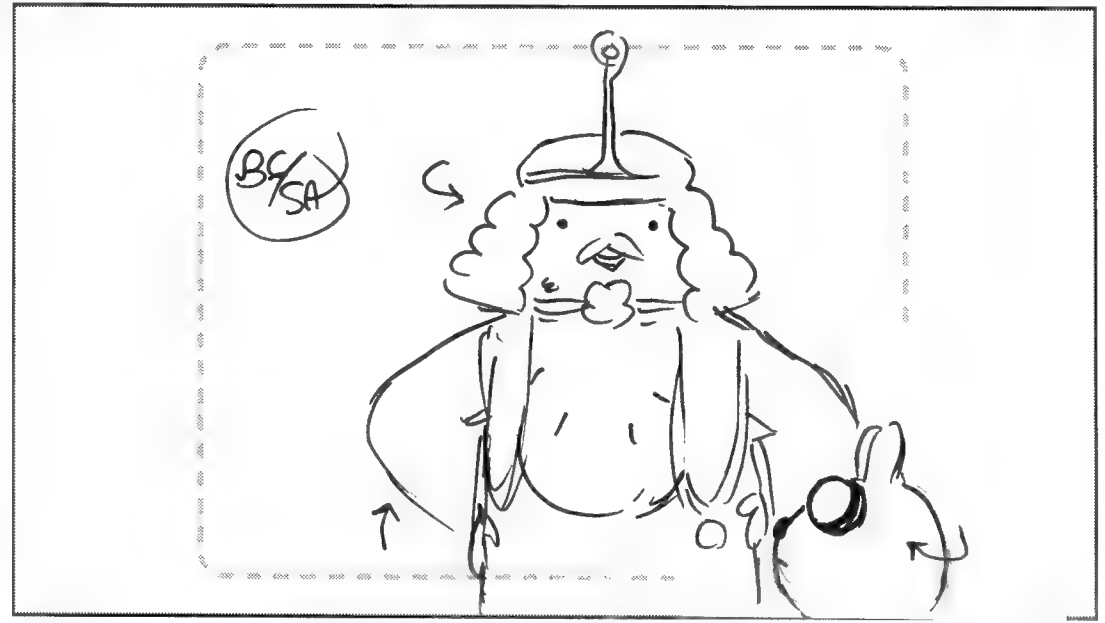


Page 32

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog: (Koo) I'm afraid it'll (2) explode
~~it'll~~ or something if I
open it.

(Koo) → But I really think
there could, ...

Action:

Timing:



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ADVENTURE TIME



Page 33

Sc.

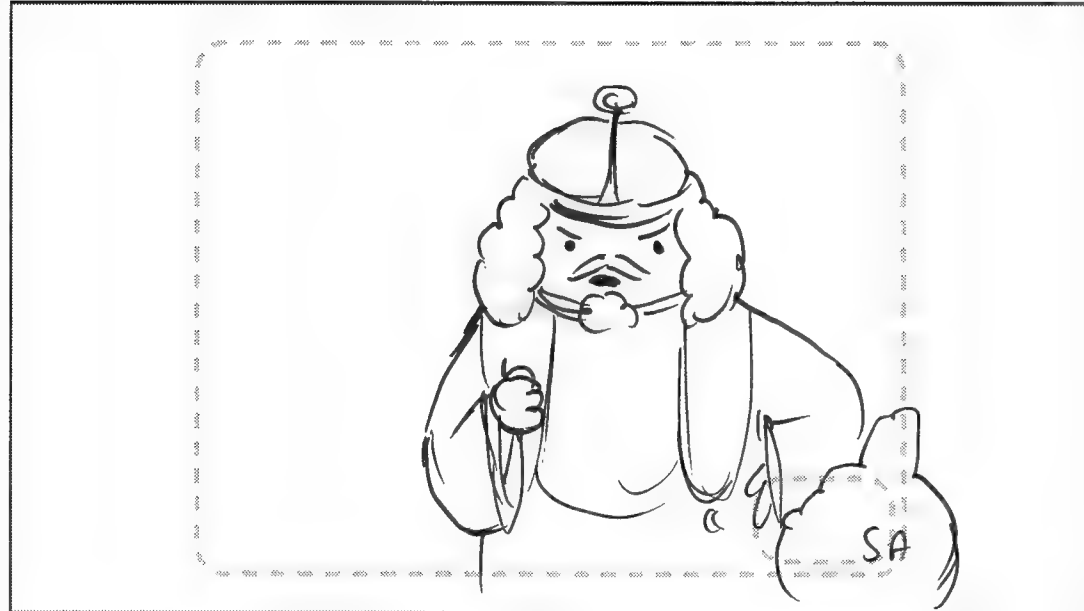
30

Pnl.

C

Bg.

day night



Sc.

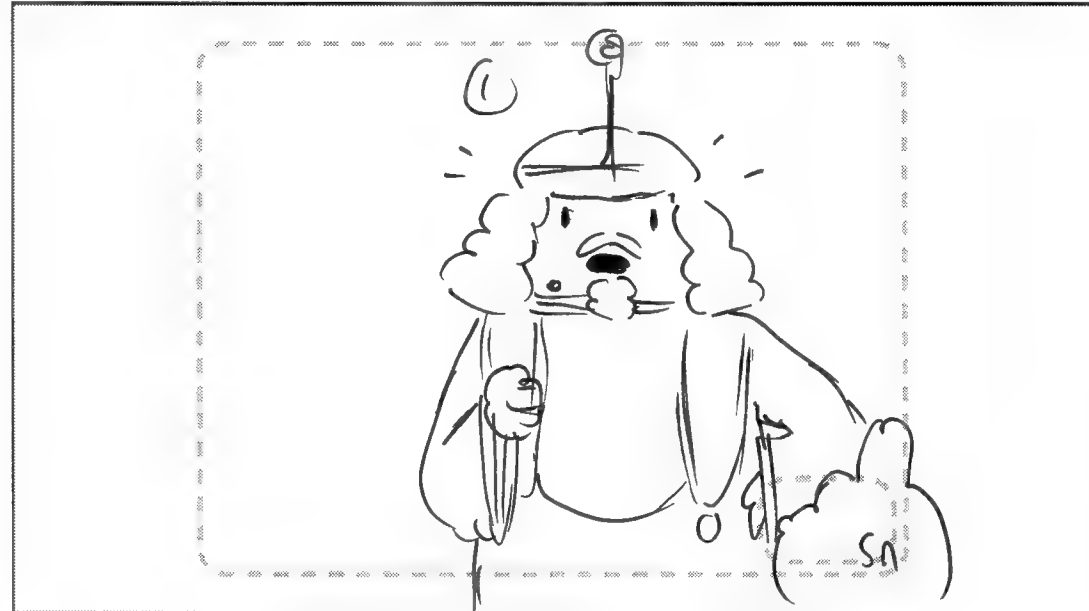
30

Pnl.

D

Bg.

day night



Dialog:

(Koo) → Nay, there

① MIGHT - ② be precious treasures in there.

Action:

Timing:



EPISODE #

1034-209

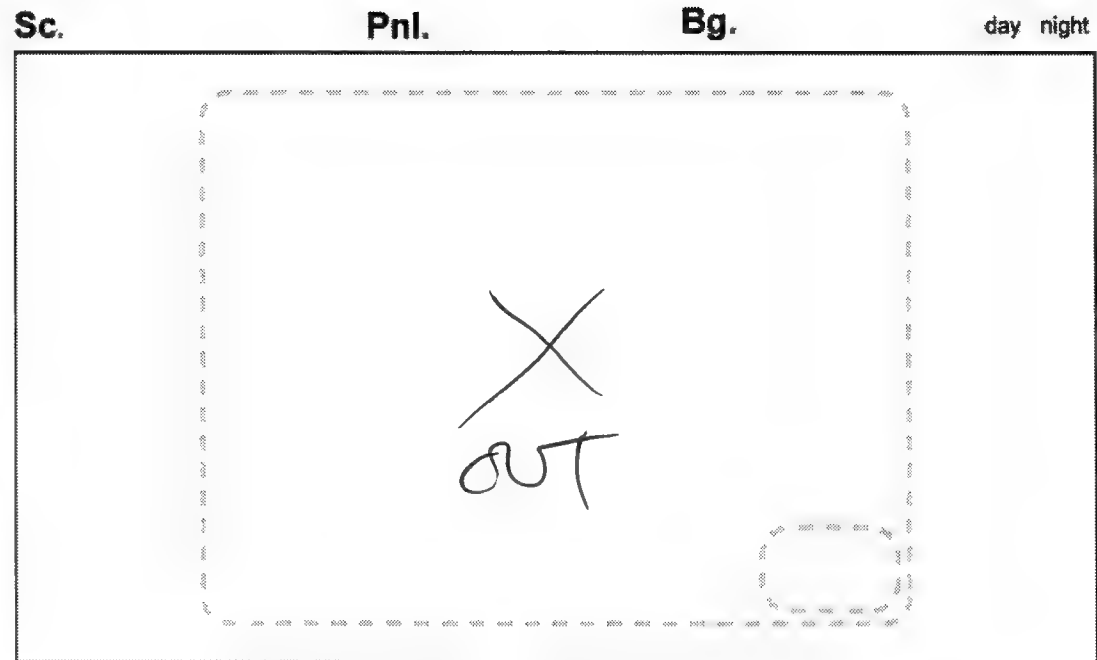
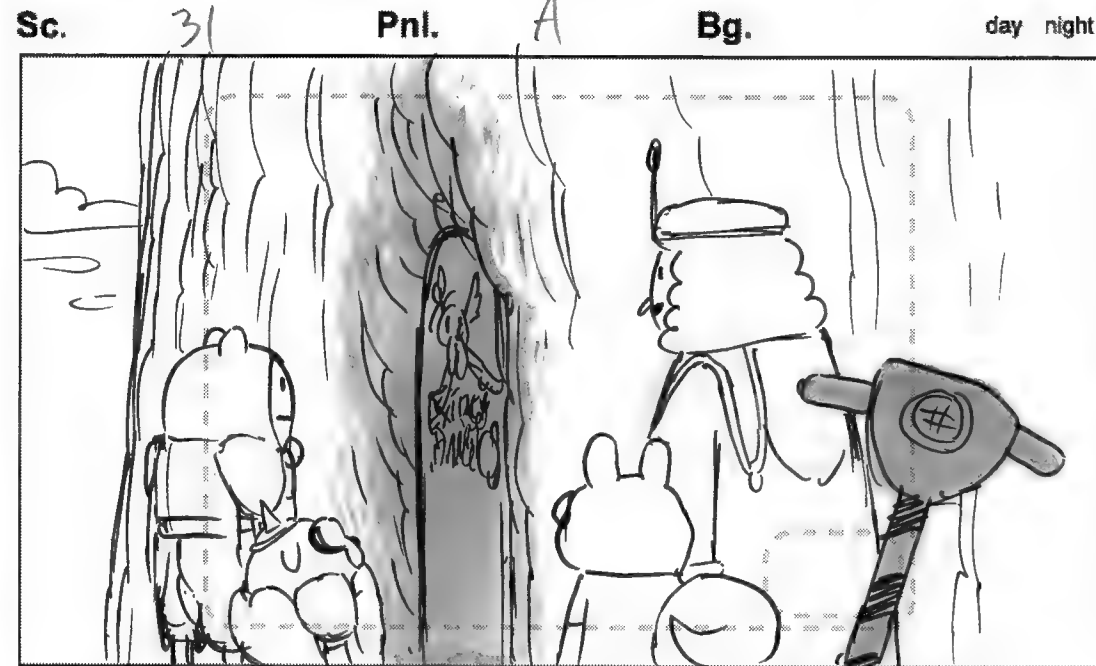
Production :

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ADVENTURE TIME



Page 39



Dialog:

(Koo:) So I want you two to do it.

Action:

Timing:

EPISODE #

1034-209

Production :

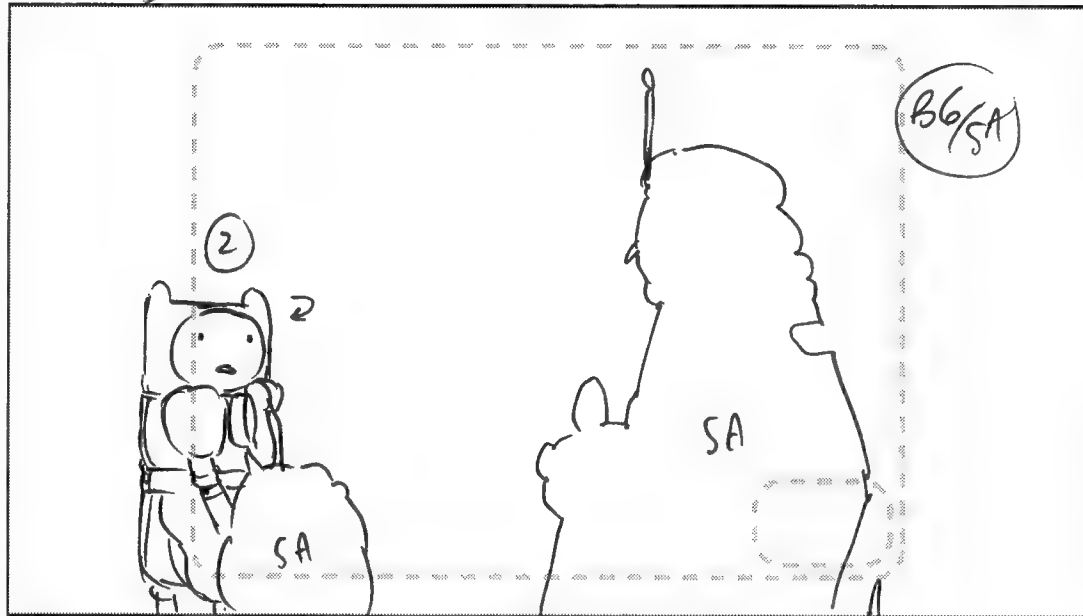
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ADVENTURE TIME

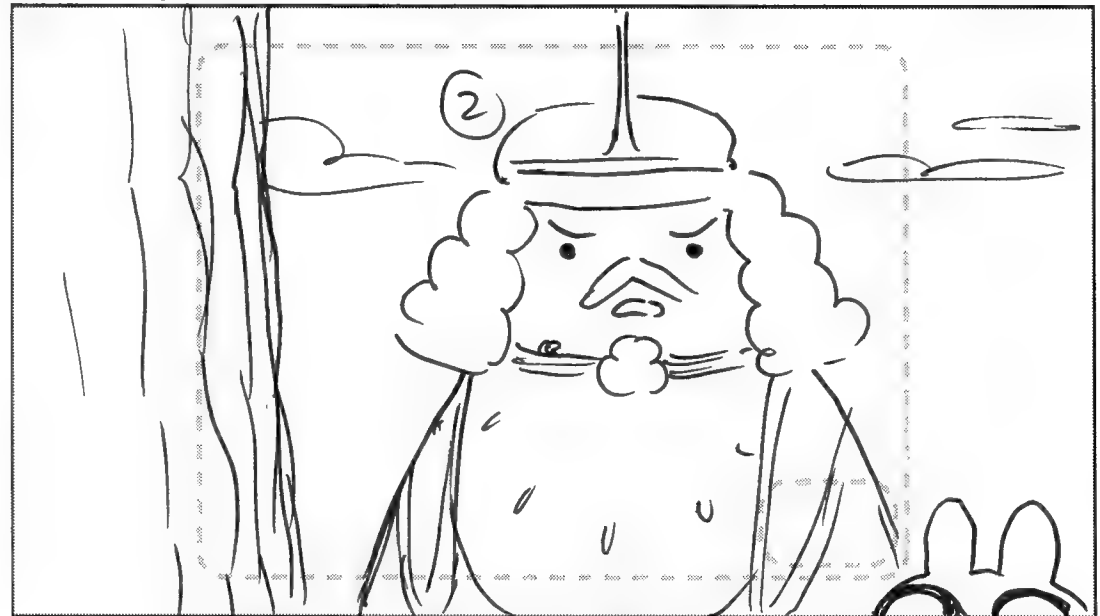


Page 35

Sc. 31 Pnl. B Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

(F) (1) man this ... seems
(2) like a really bad idea.

(koo)

Yeah well, it's an order from
your princess, →

Action:



Timing:



EPISODE #

1034-209

Production :

ADVENTURE TIME

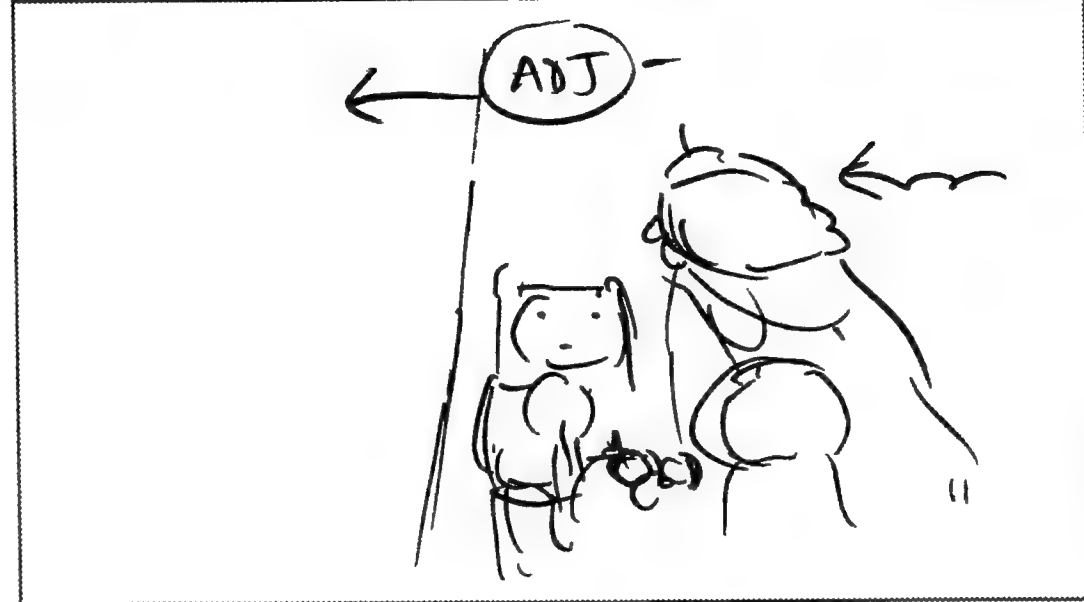


Page 36

Sc. 32 Pnl. B Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:

(Koo) C'mon
git git git

Action:

(F+J) struggling

Timing:

- King of Goo and
Toronto push F+J
towards door, F+J
resist



EPISODE # 1034-209

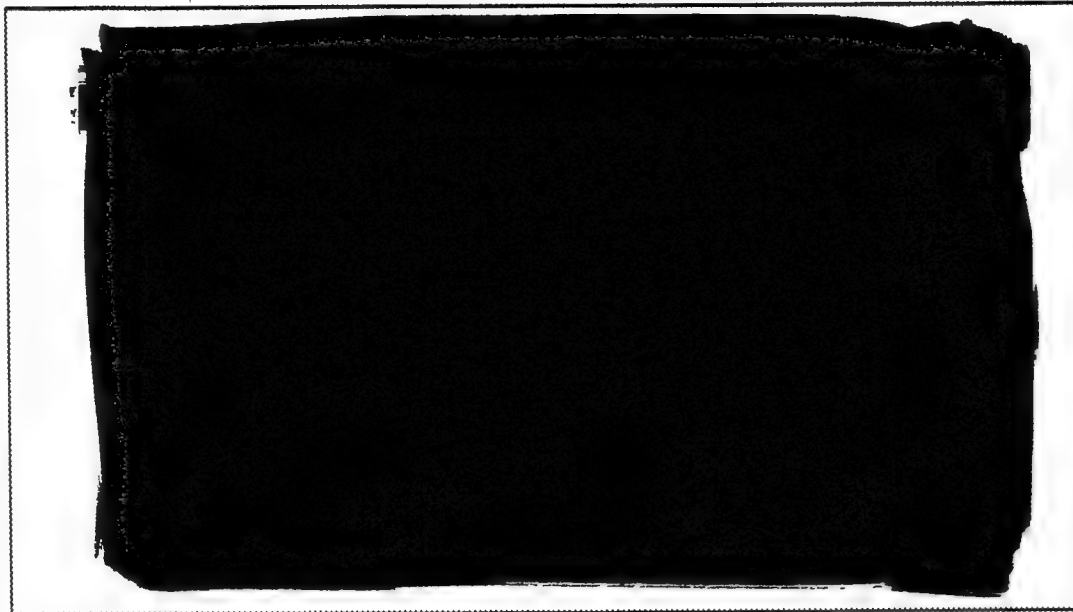
Production :

ADVENTURE TIME

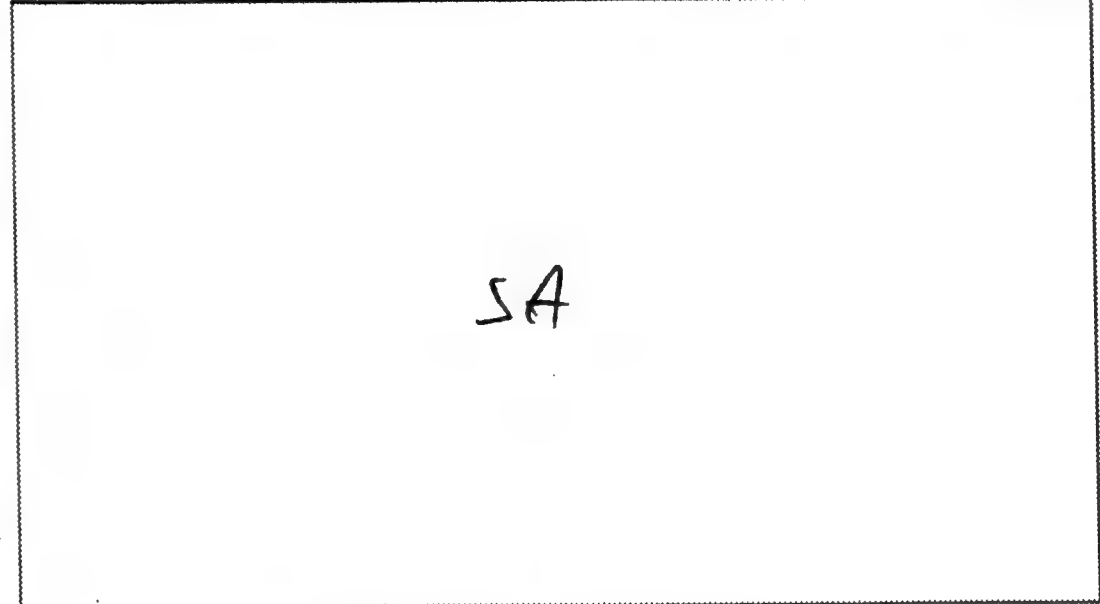


Page 37

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

(wall) struggle/
resistance
noises

Action:

Timing:

(collecting himself)
(F:) Alright alright.
geez - just -
get your hands
off me. Seez
louise.

1034-209

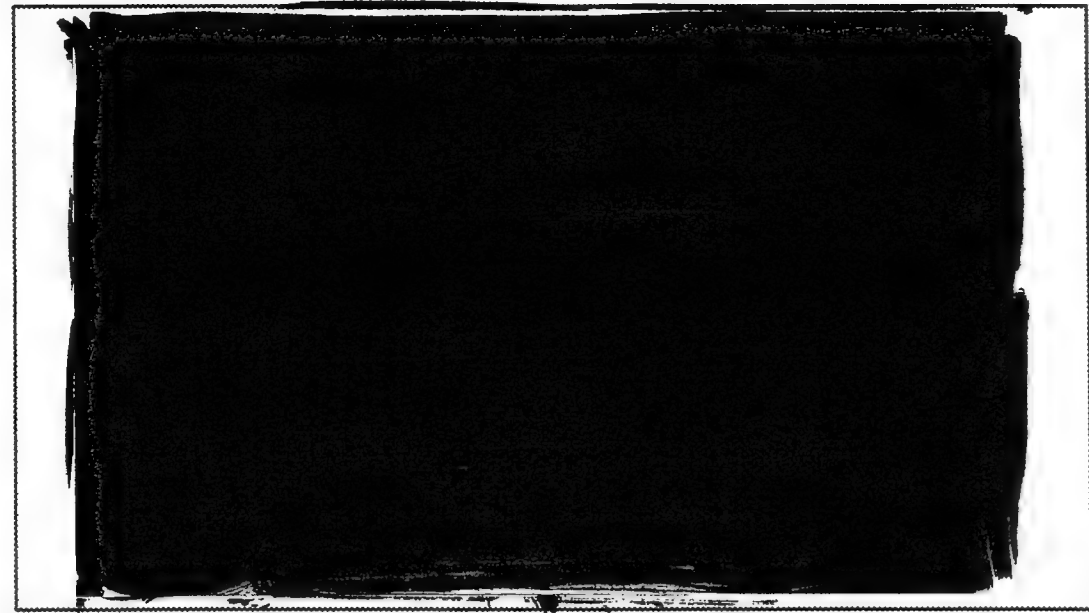
EPISODE #

Production :

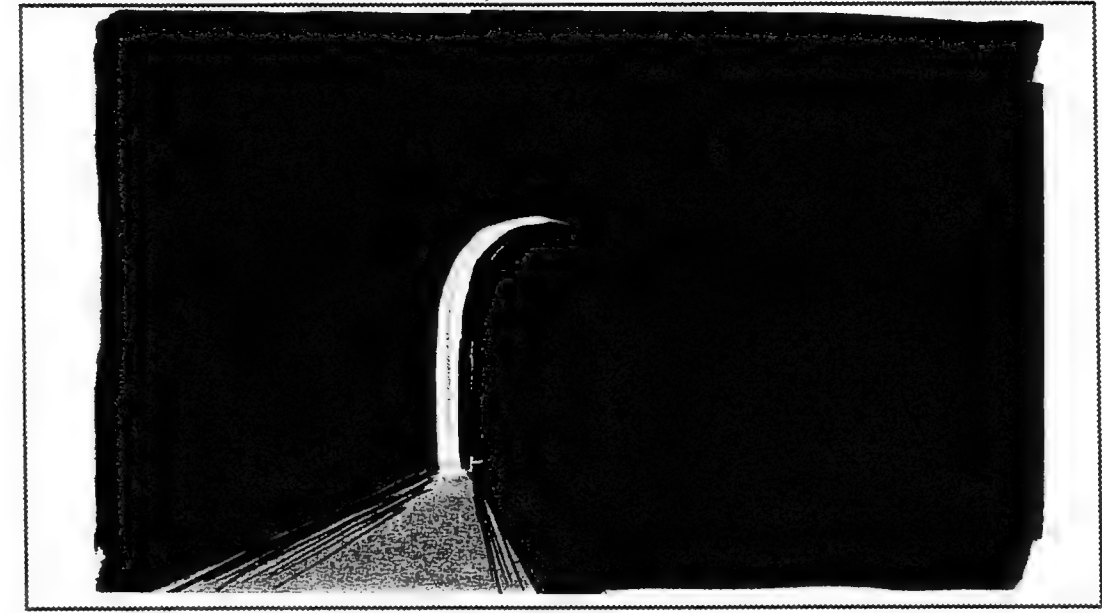
ADVENTURE TIME



Sc. 34 Pnl. C Bg. day night



Sc. 34 Pnl. D Bg. day night



Dialog:	- creak -
Action:	- Doo cracks open in the darkness
Timing:	

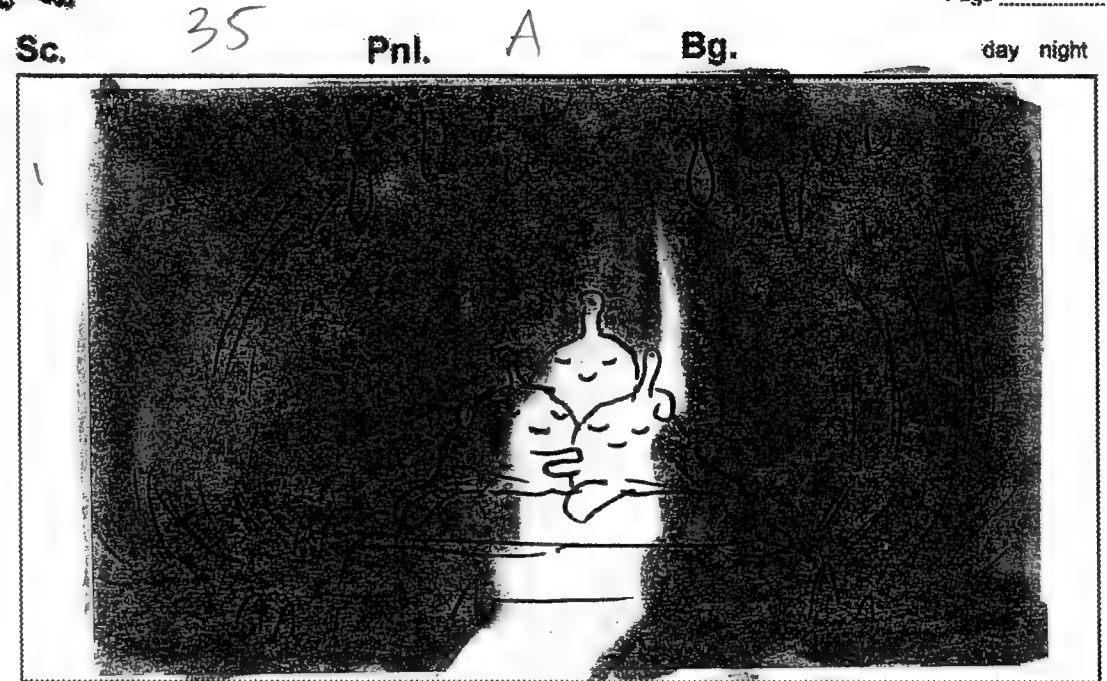
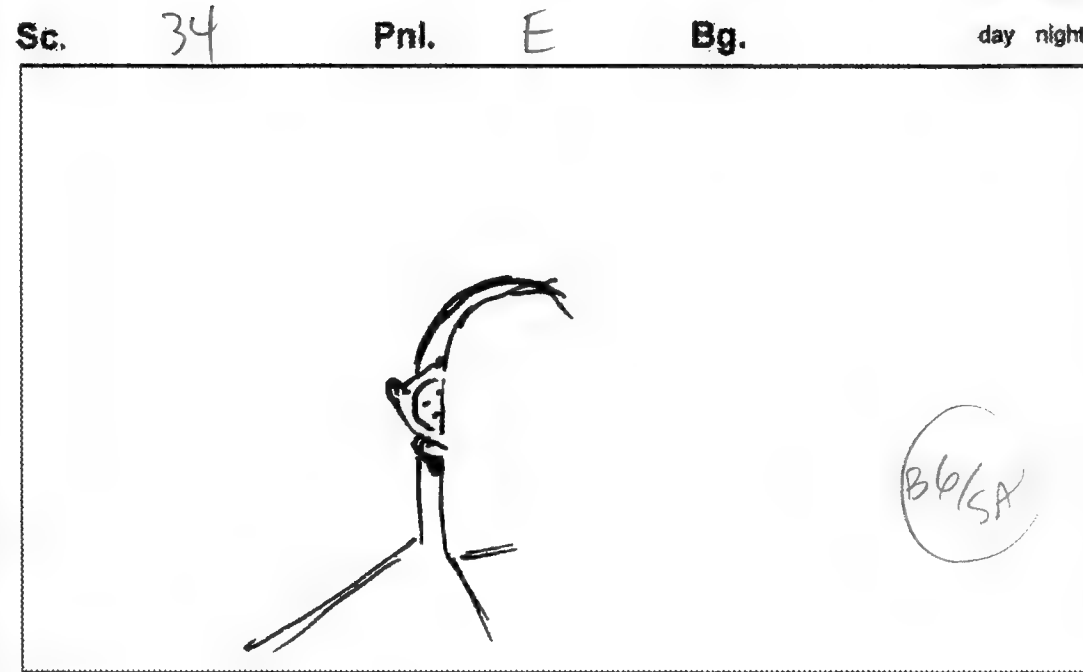
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EPISODE # 1034-209
Production :

ADVENTURE TIME



Page 39



Dialog:
Action: - Finn peeks in from outside door.
Timing:

Production :
EPISODE # 1034-209

ADVENTURE TIME



Page 40

Sc.

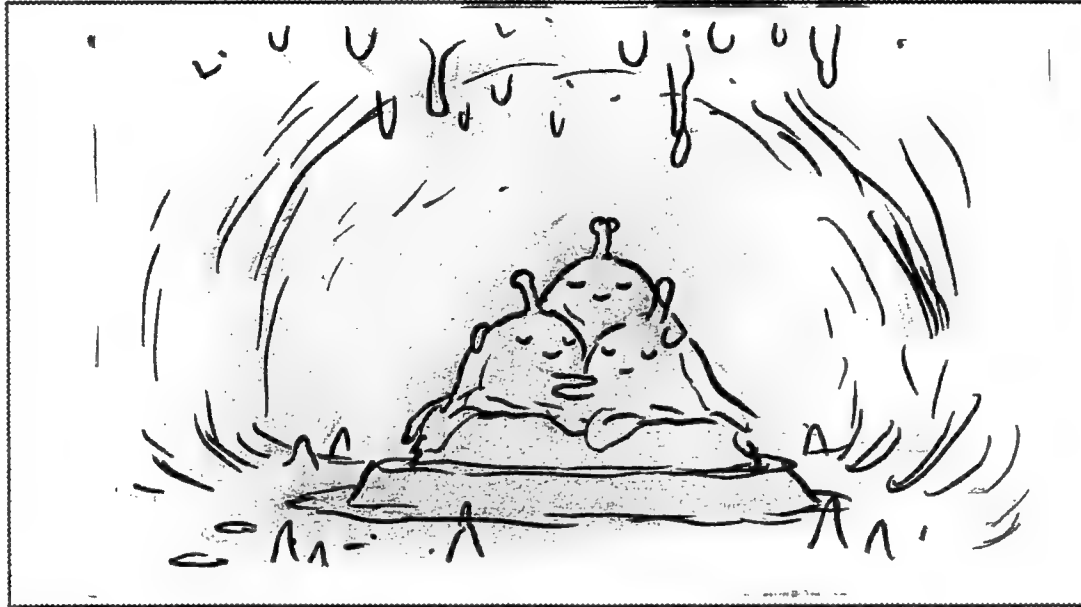
35

Pnl.

B

Bg.

day night



Sc.

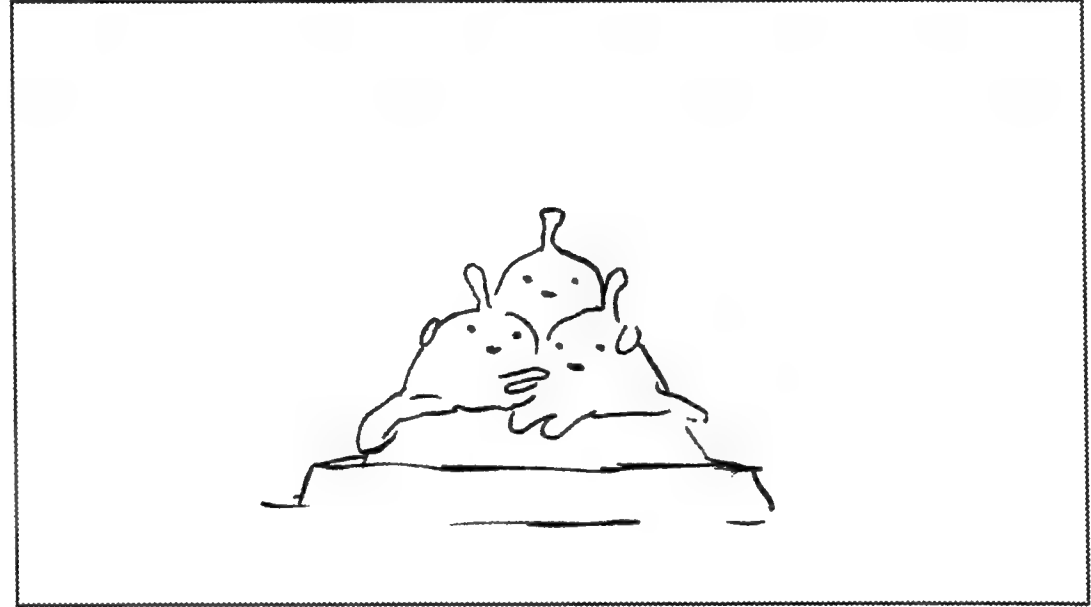
35

Pnl.

C

Bg.

day night



Dialog:

- creak -

Action:

- Finn opens the door completely, illuminating the entire room.

Timing:

(B6's: hello
hello
hello)

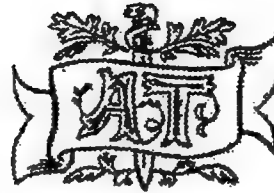
(Slightly out of sync)

EPISODE #

1034-209

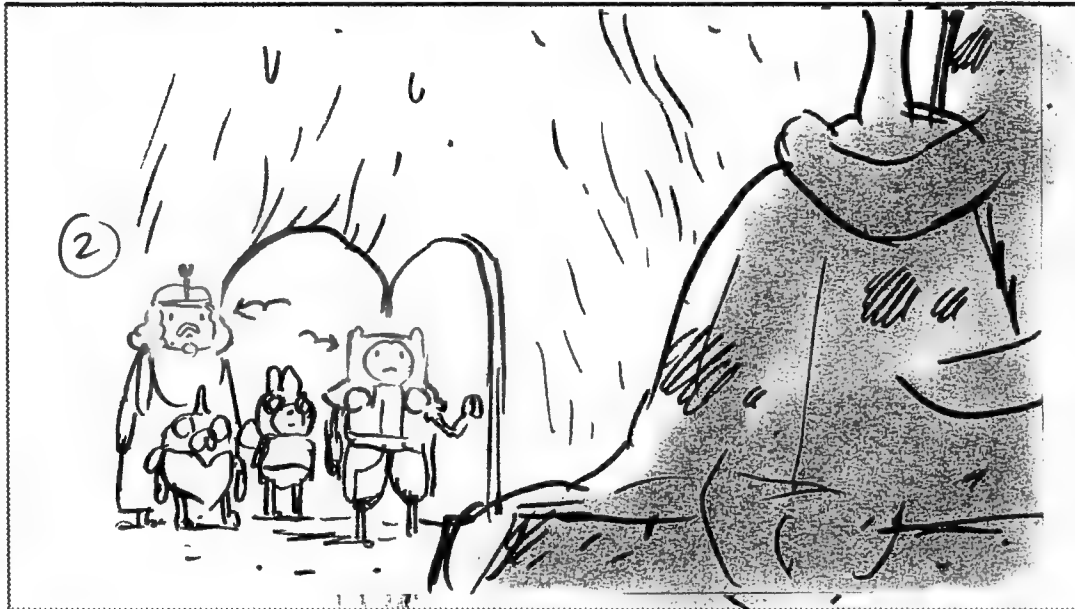
Production :

ADVENTURE TIME

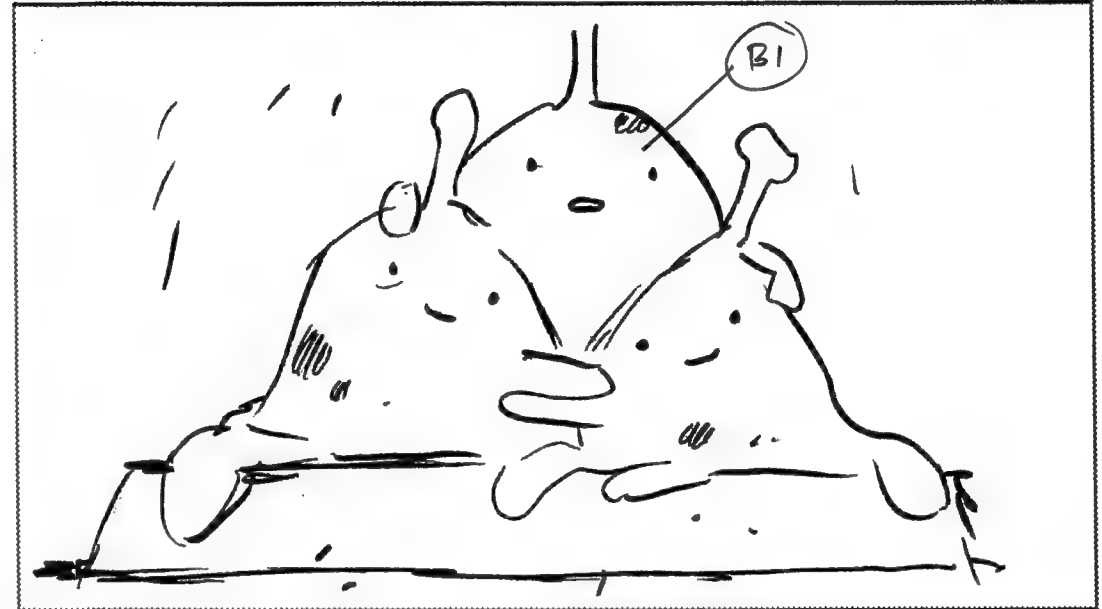


41.
Page _____

Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

(B1) we are the
sworn protectors
of the forbidden
inner
Sanctum

Action:

Timing:



(B1) to proceed you
must answer this
ancient riddle.

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc.

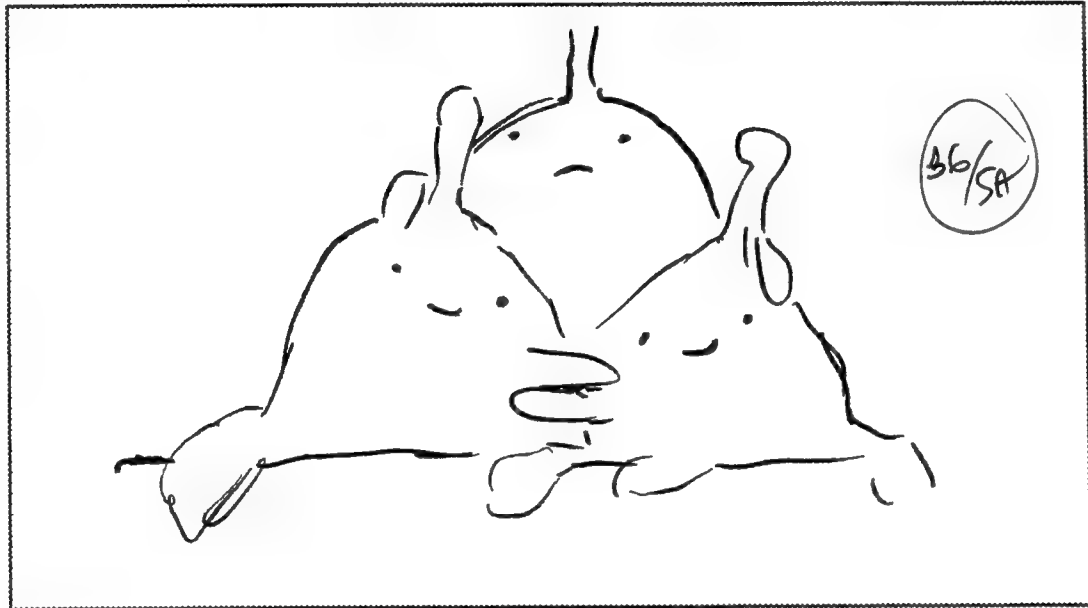
37

Pnl.

B

Bg.

day night



Sc.

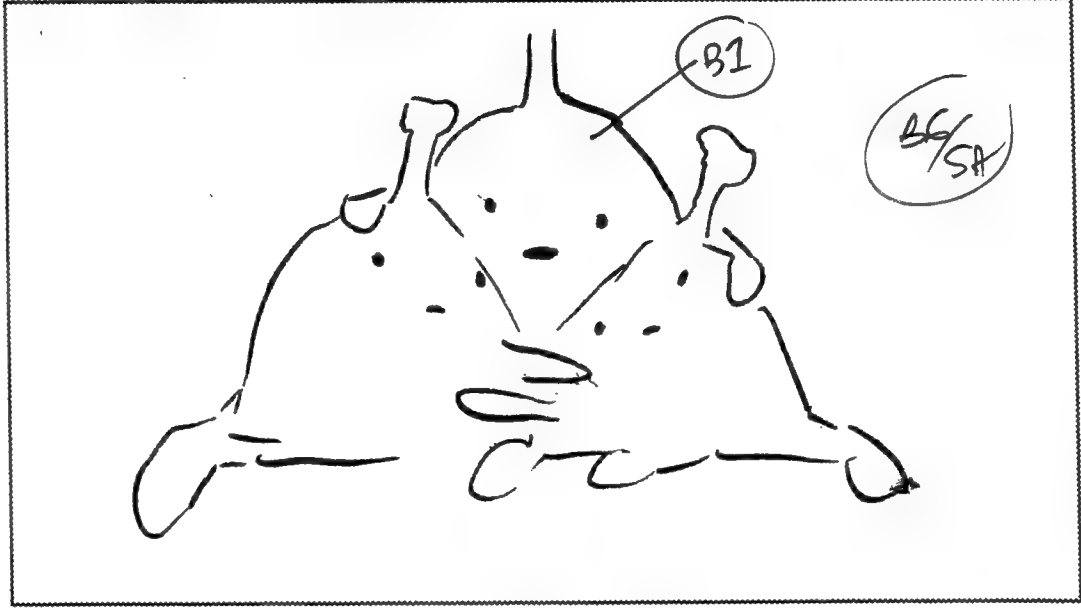
37

Pnl.

C

Bg.

day night



Dialog:

- beat -

Action:

Timing:

(B1): I forgot
the riddle.

EPISODE #

1034-209

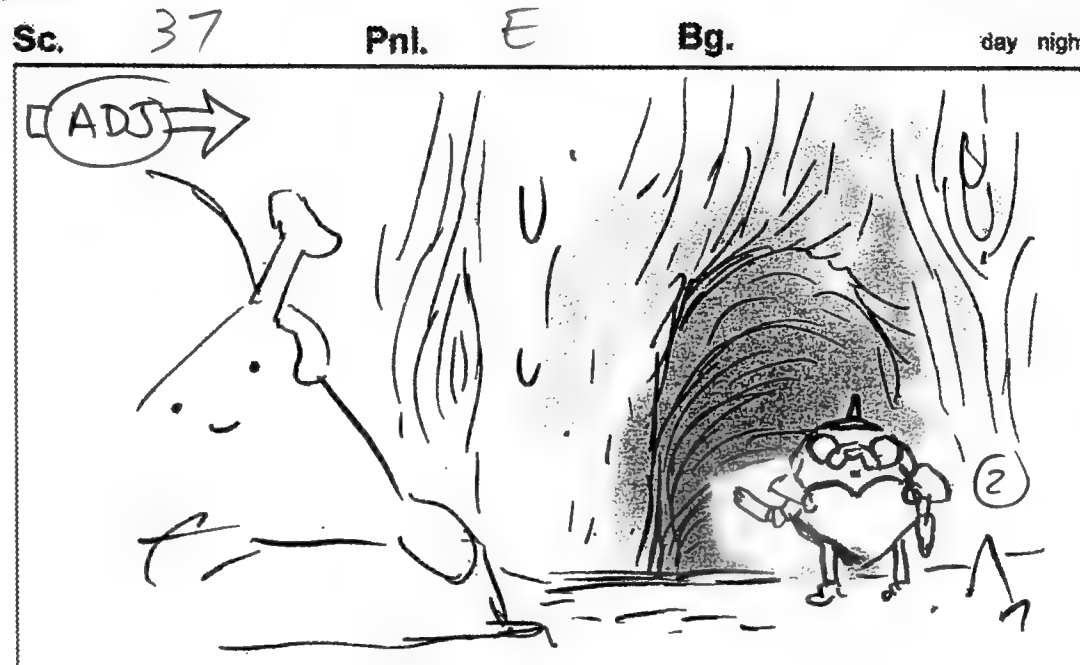
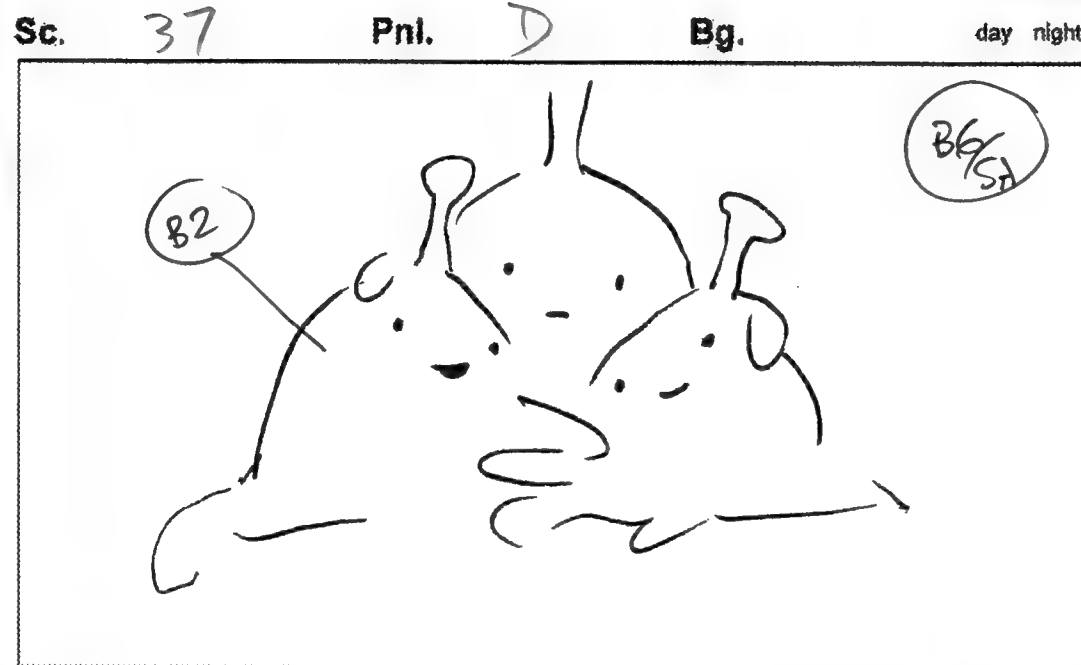
Production :


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ADVENTURE TIME



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Page _____



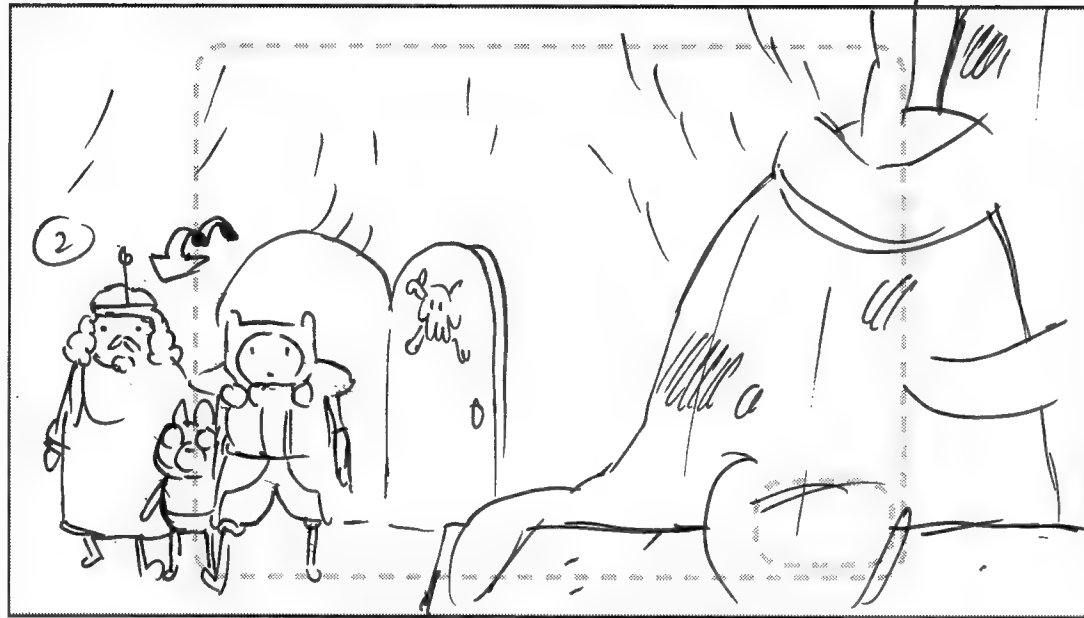
Dialog:	BG 2 that's okay.
Action:	JAKE ⁽¹⁾ ⁽²⁾ heh - there's stairs back here
Timing:	

1034-209
EPISODE #
Production :

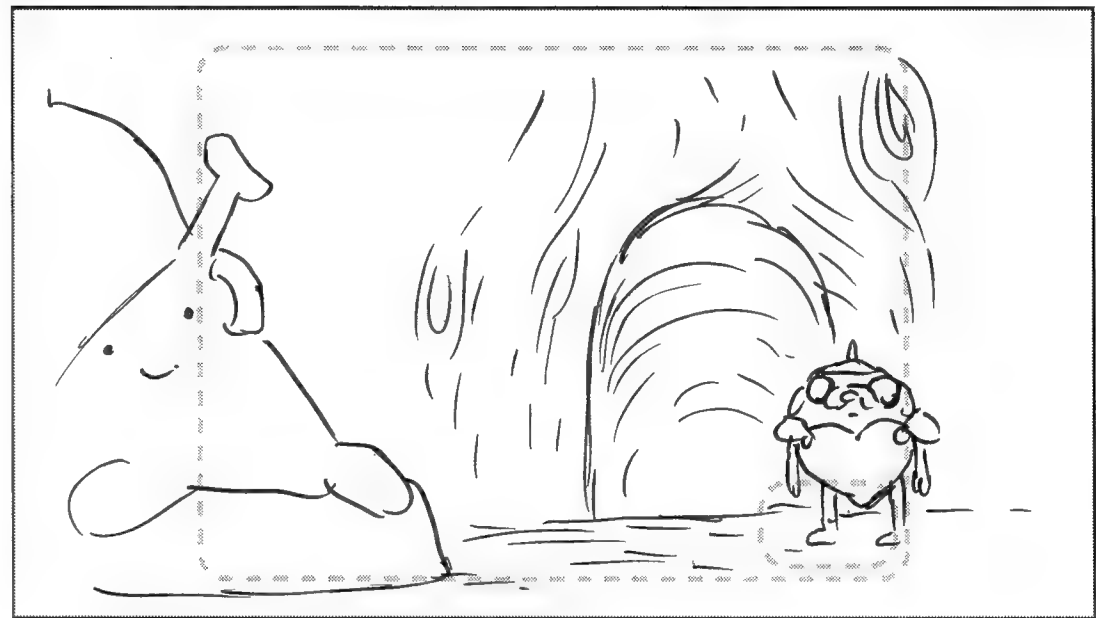
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

(B1) I love you

(B2) I love you too.

(B3) I love you guys

Action:



Timing:

EPISODE #

1034-209

Production :

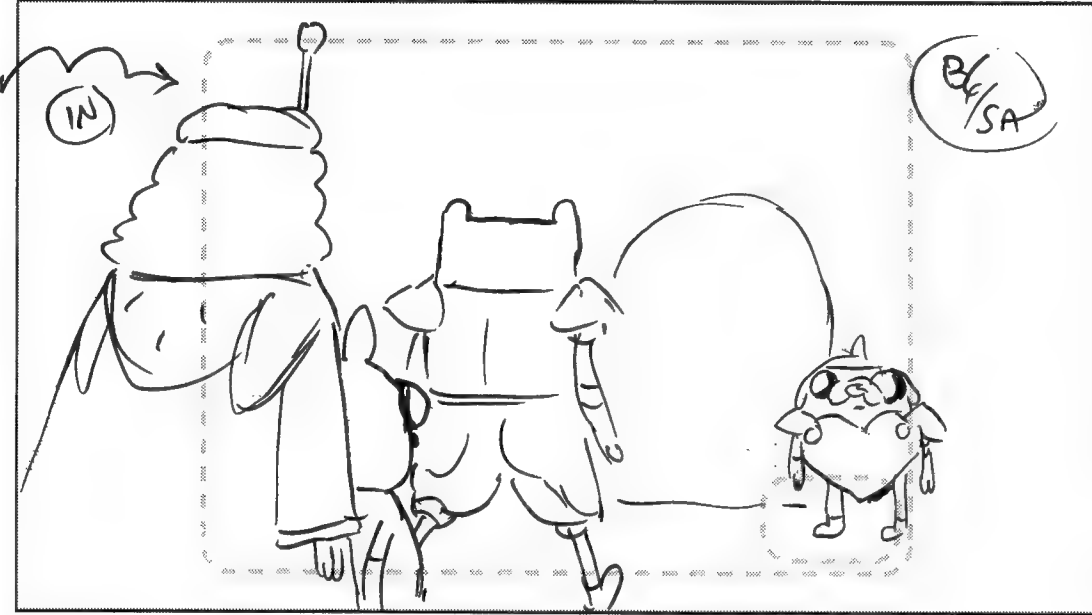
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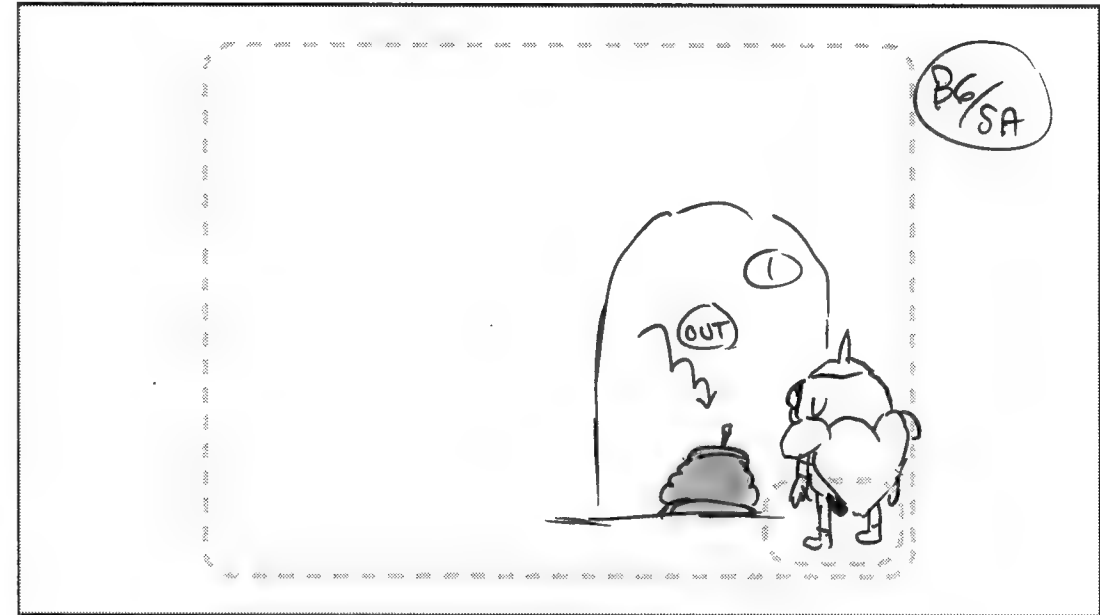


Page 48

Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:

Banana guards:) hug/snuggle wall →

Action:

- Characters descend stairway o/s

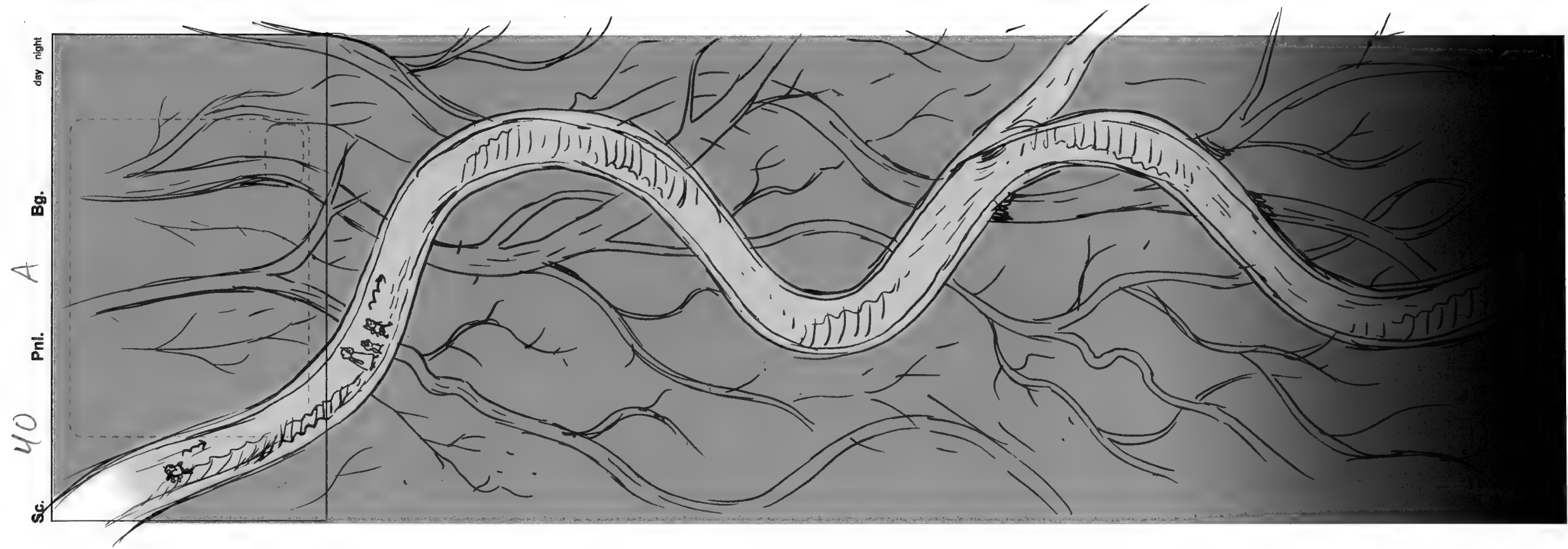
Timing:



EPISODE #

1034-209

Production :



(1)

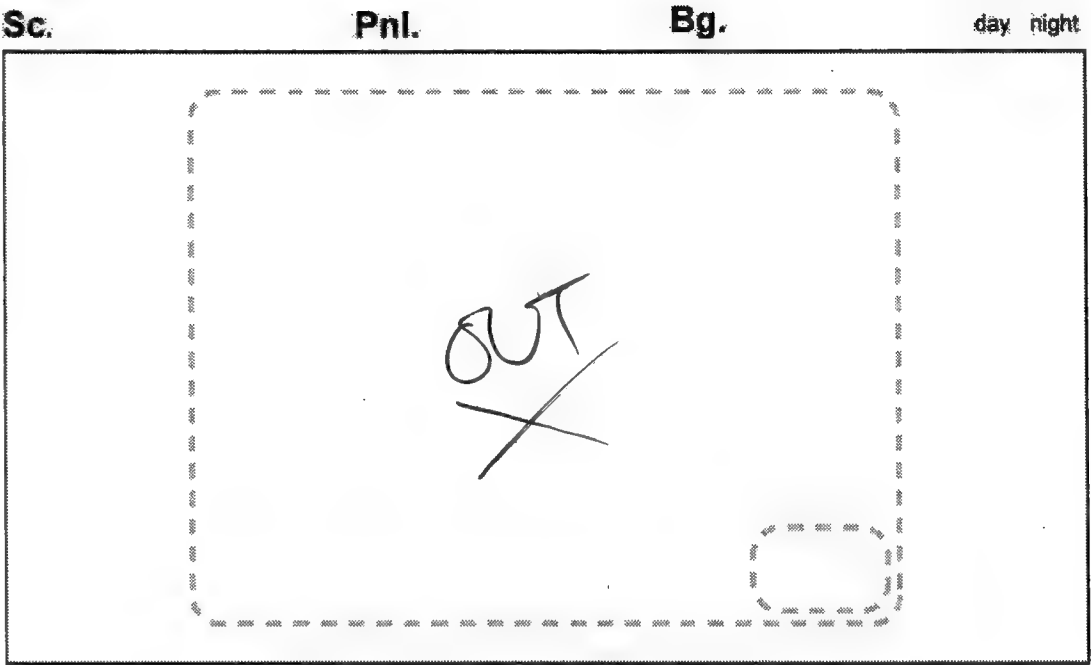
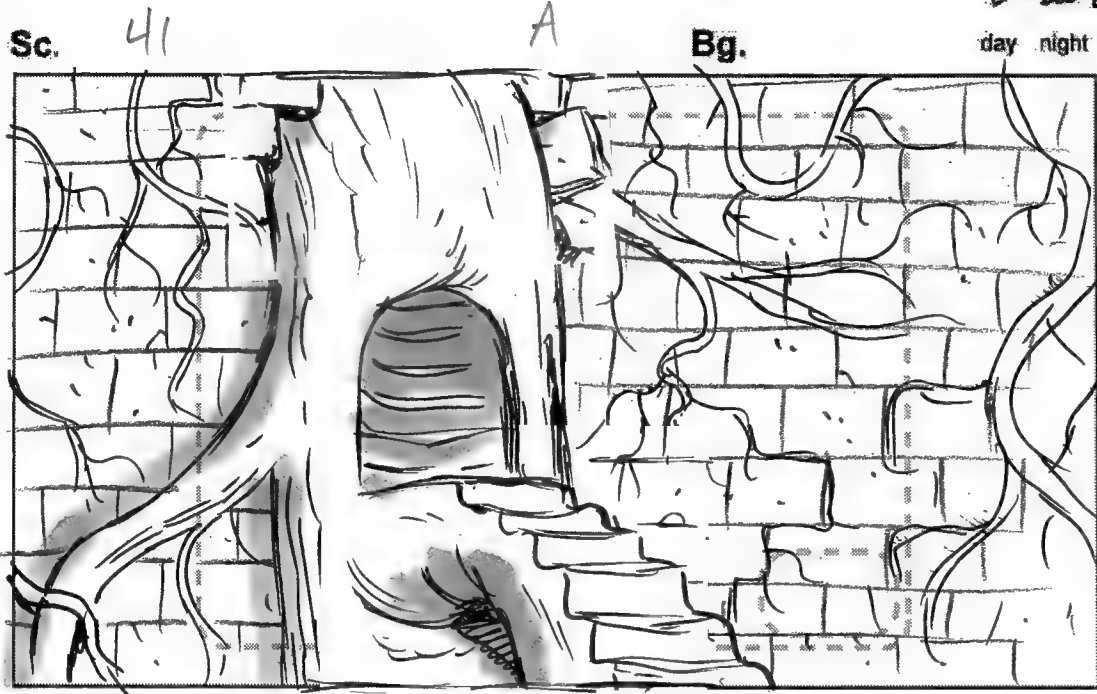
PAN →

FADE
TO
BLACK

(2)

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ADVENTURE TIME



Dialog:
Action:
Timing:

Production :
EPISODE #
1034-209

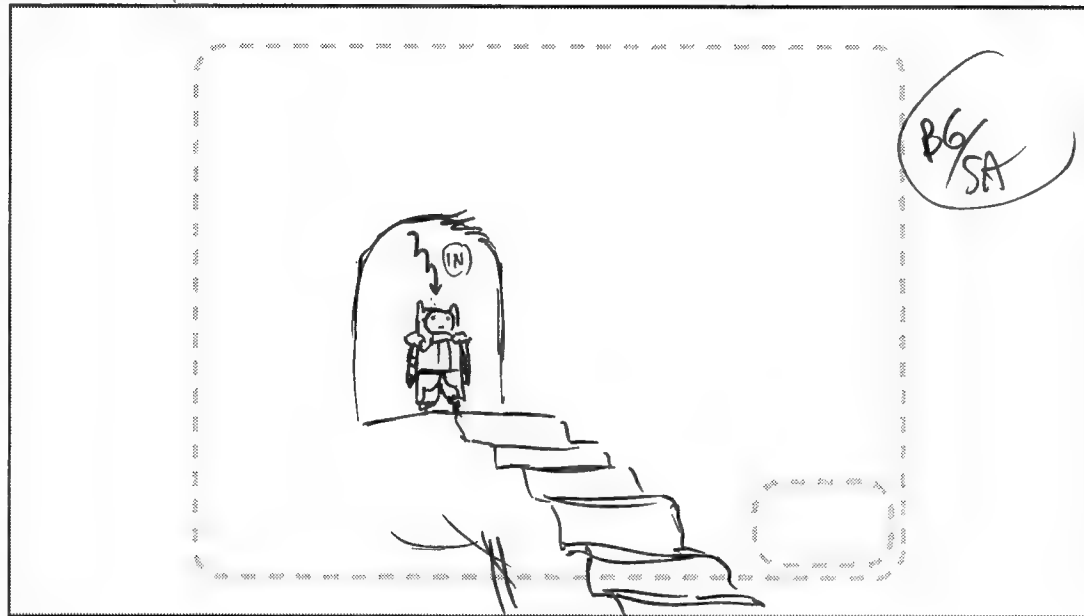
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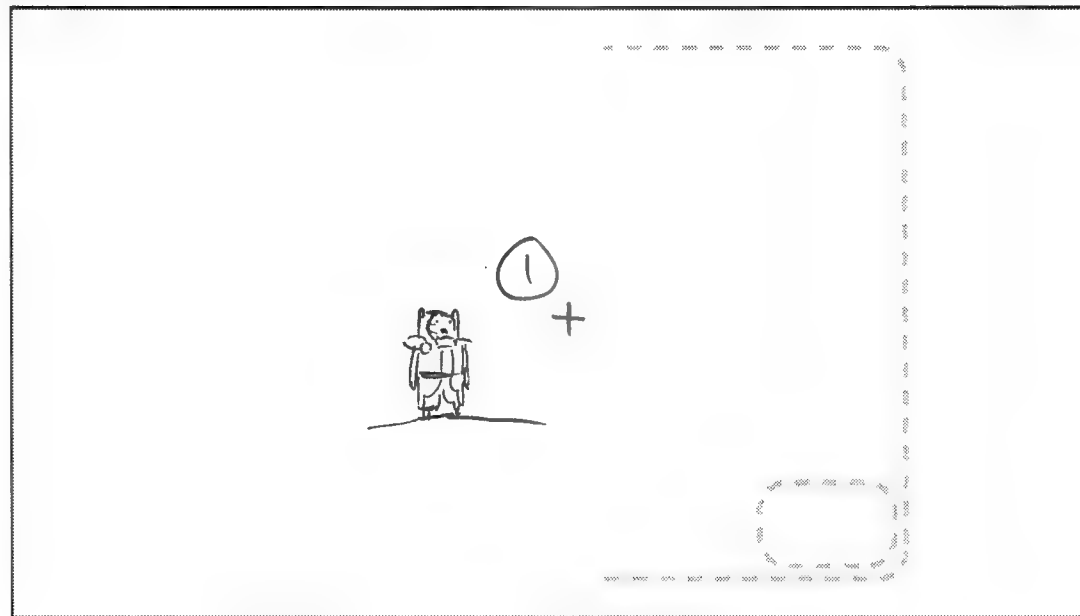


Page 48

Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



Dialog:

(F:) whoa2...

Action:



Timing:

EPISODE #

1034-209

Production :

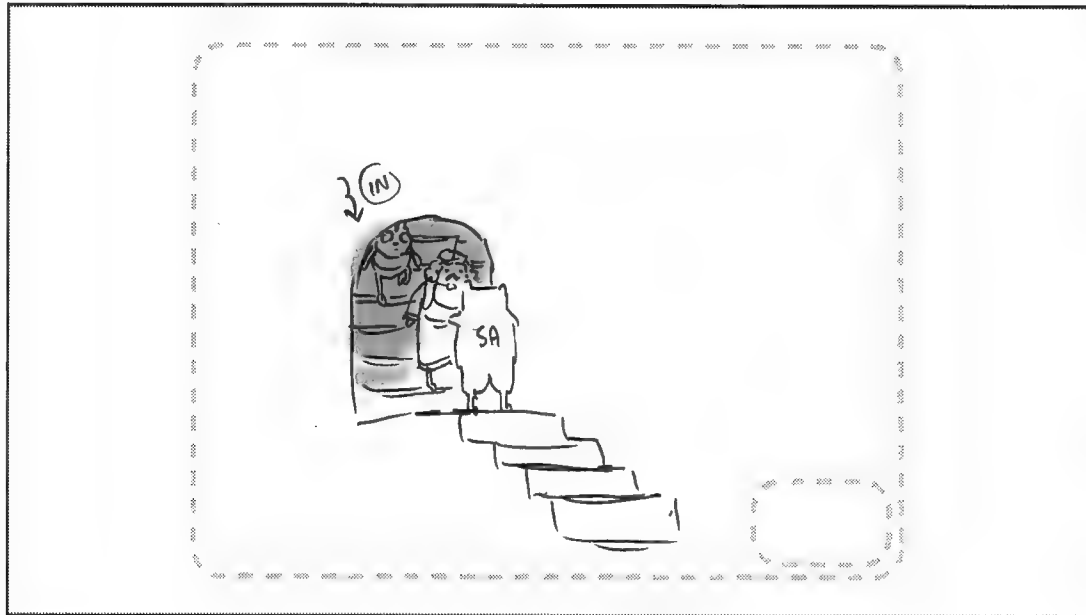
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ADVENTURE TIME

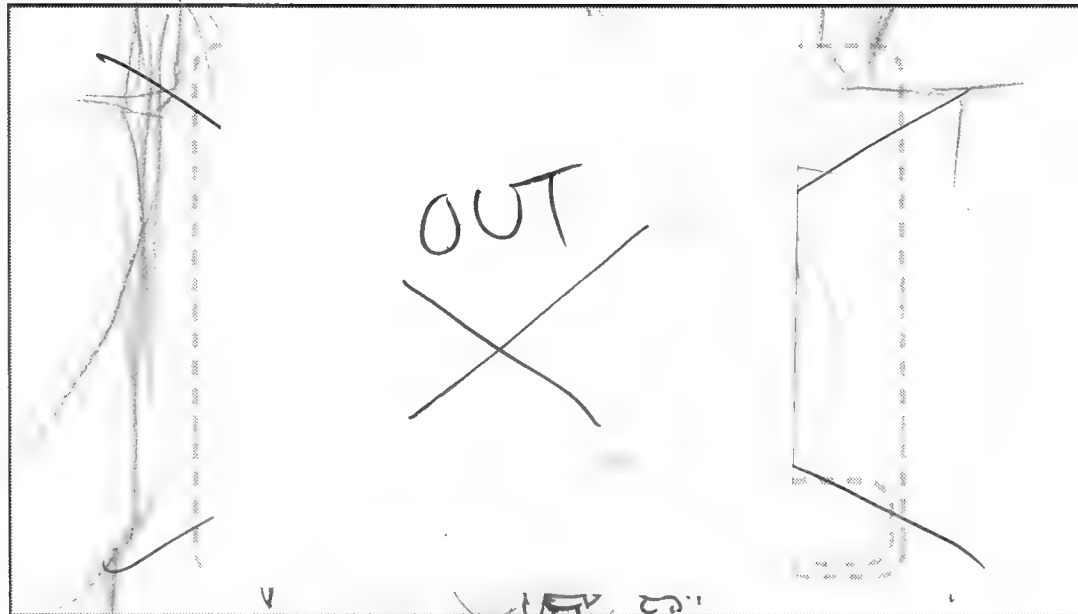


Page 49

Sc. 41 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

1034-209

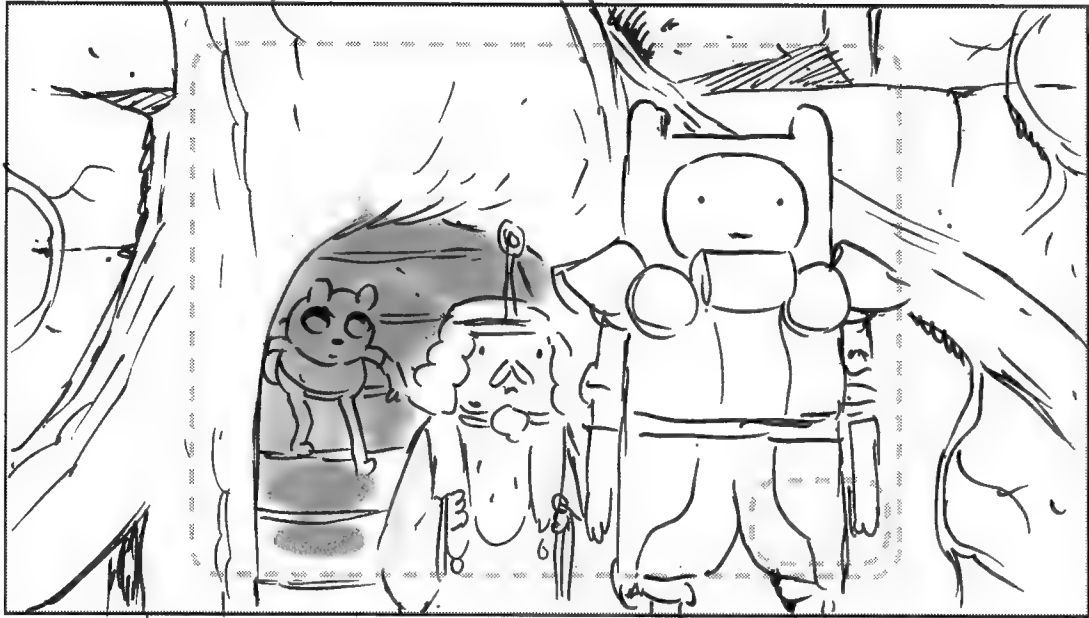
Production :

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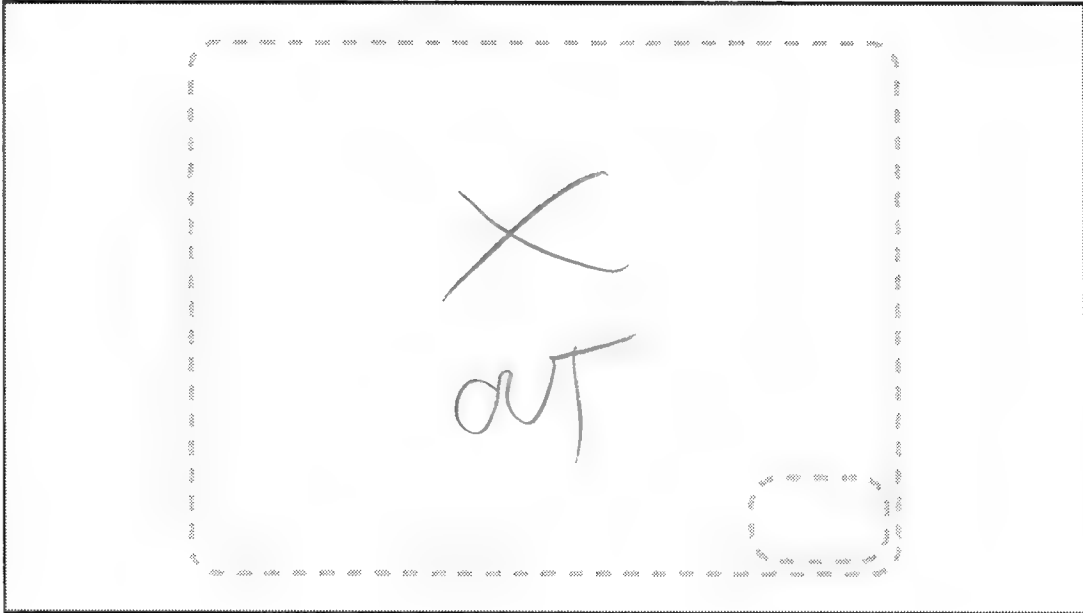
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

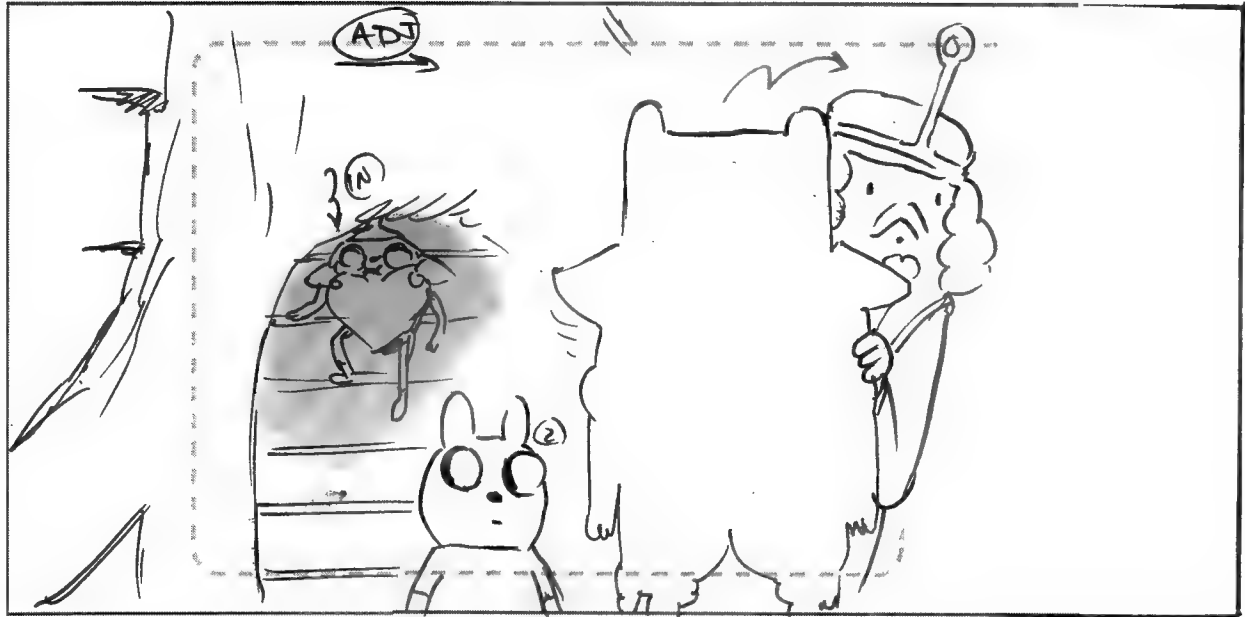
Production :
EPISODE #
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ADVENTURE TIME



Sc. 42 Pnl. B Bg. day night



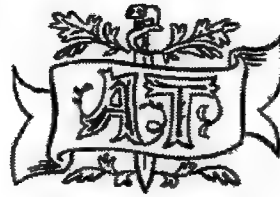
Dialog:	(J:) *huffing + puffing* wait... wait up...	
Action:		- king of ooo nervously peers over Finn's shoulder - Jake descends slowly + w/ difficulty. Armor is too heavy.
Timing:		

EPISODE #

1034-209

Production :

ADVENTURE TIME

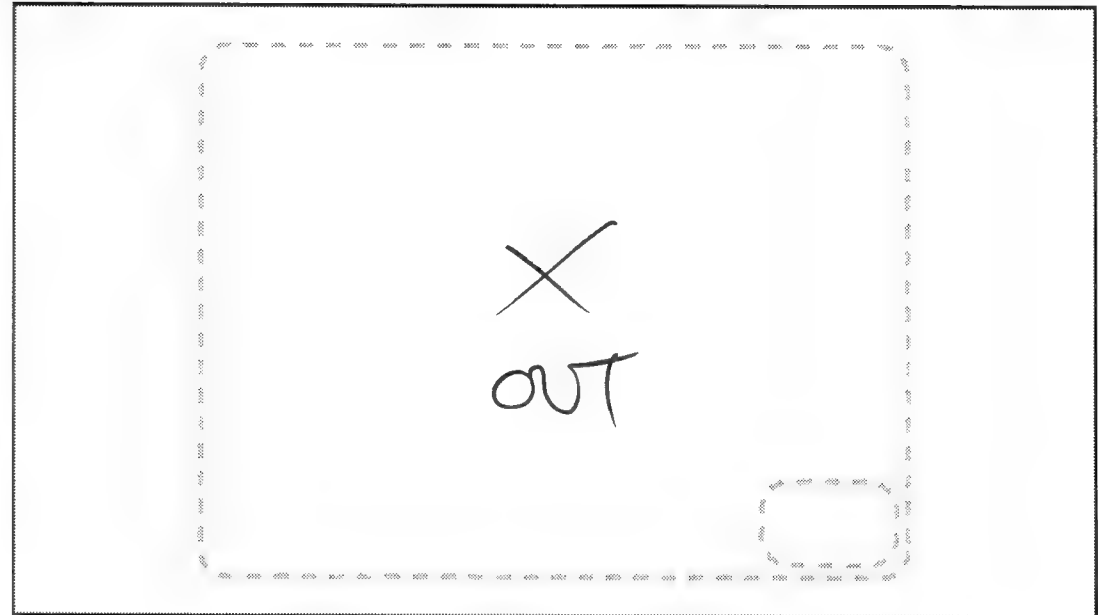


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Sc. 42 Pnl. C Bg. day night



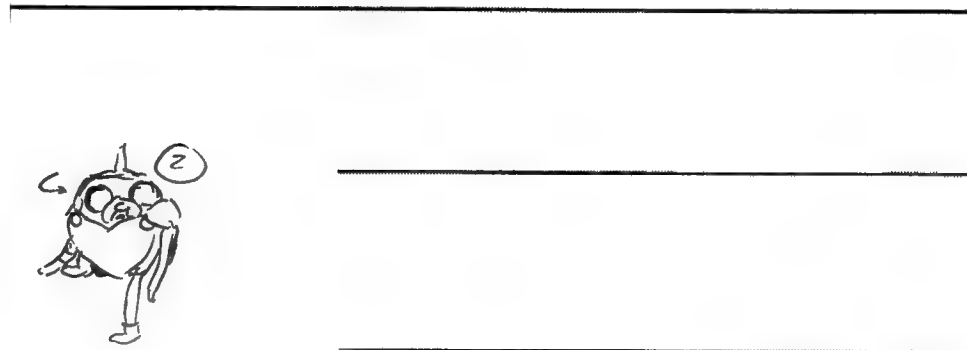
Sc. Pnl. Bg. day night



Dialog: (J:) * huffing + puffing *
armors... kinds heavy...

Action: - Jake sits on step to rest.
- Finn descends root stairs

Timing:



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ADVENTURE TIME

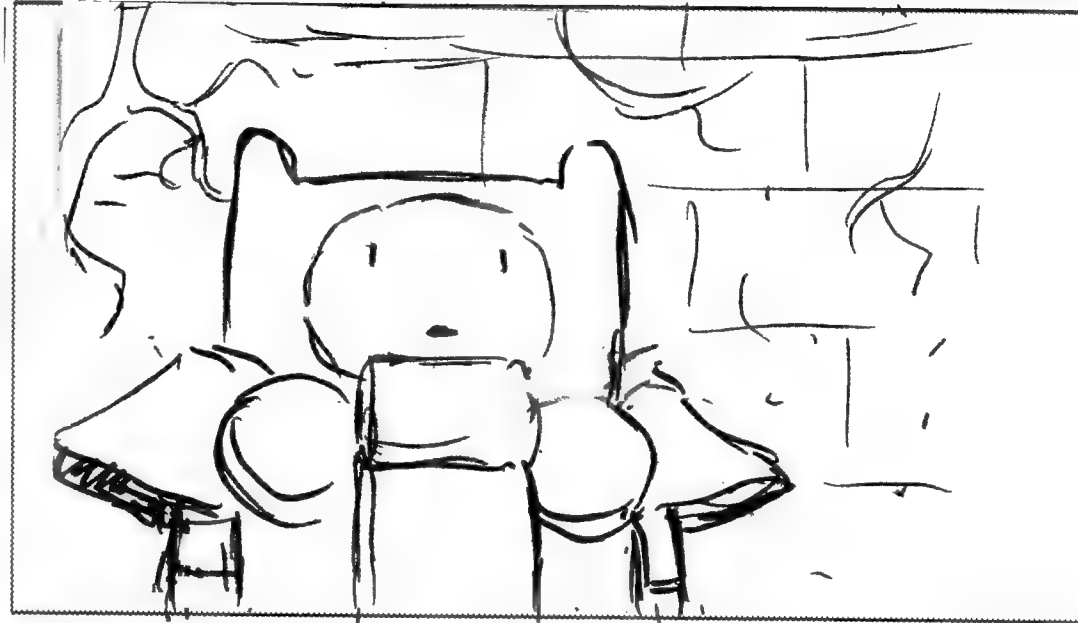


Page 53

Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:

(F:) ... it's a dragon ...
(Awed, amazed, almost to-self)

(NEDDY:) * suck suck suck → *

(F:) ... a candy dragon ...

Action:

juice flows from
under candy flaps



- Neddy sucks
on Root. ABABAB

Timing:

Production :

EPISODE #

1034-209

ADVENTURE TIME

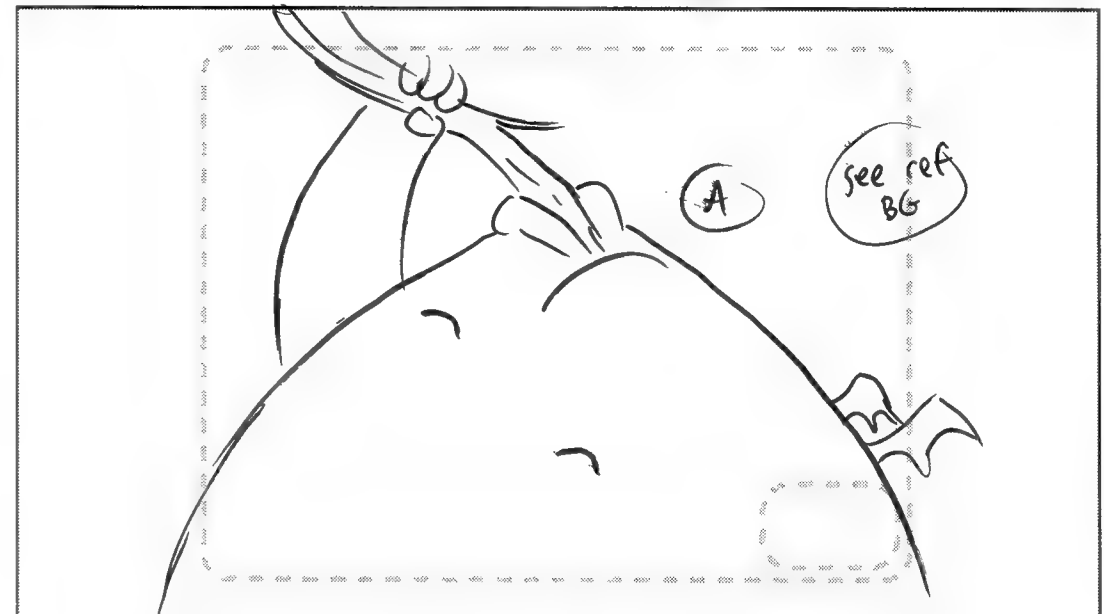


Page 54

Sc. 44 Pnl. B Bg. day night



Sc. 45 Pnl. A Bg. day night



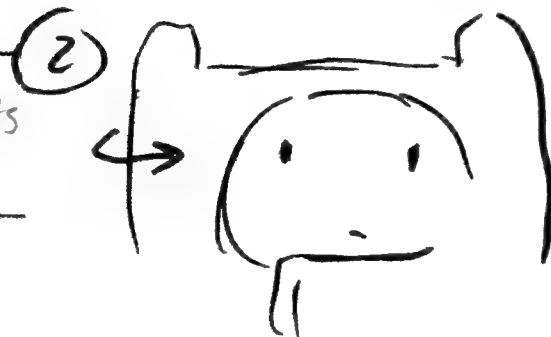
Dialog:

(F:) ① look, ② →

Action:

- Finn points
o/s at
Neddy

Timing:



(FINN) (V.o.) He sucks the vitamins
from the roots.

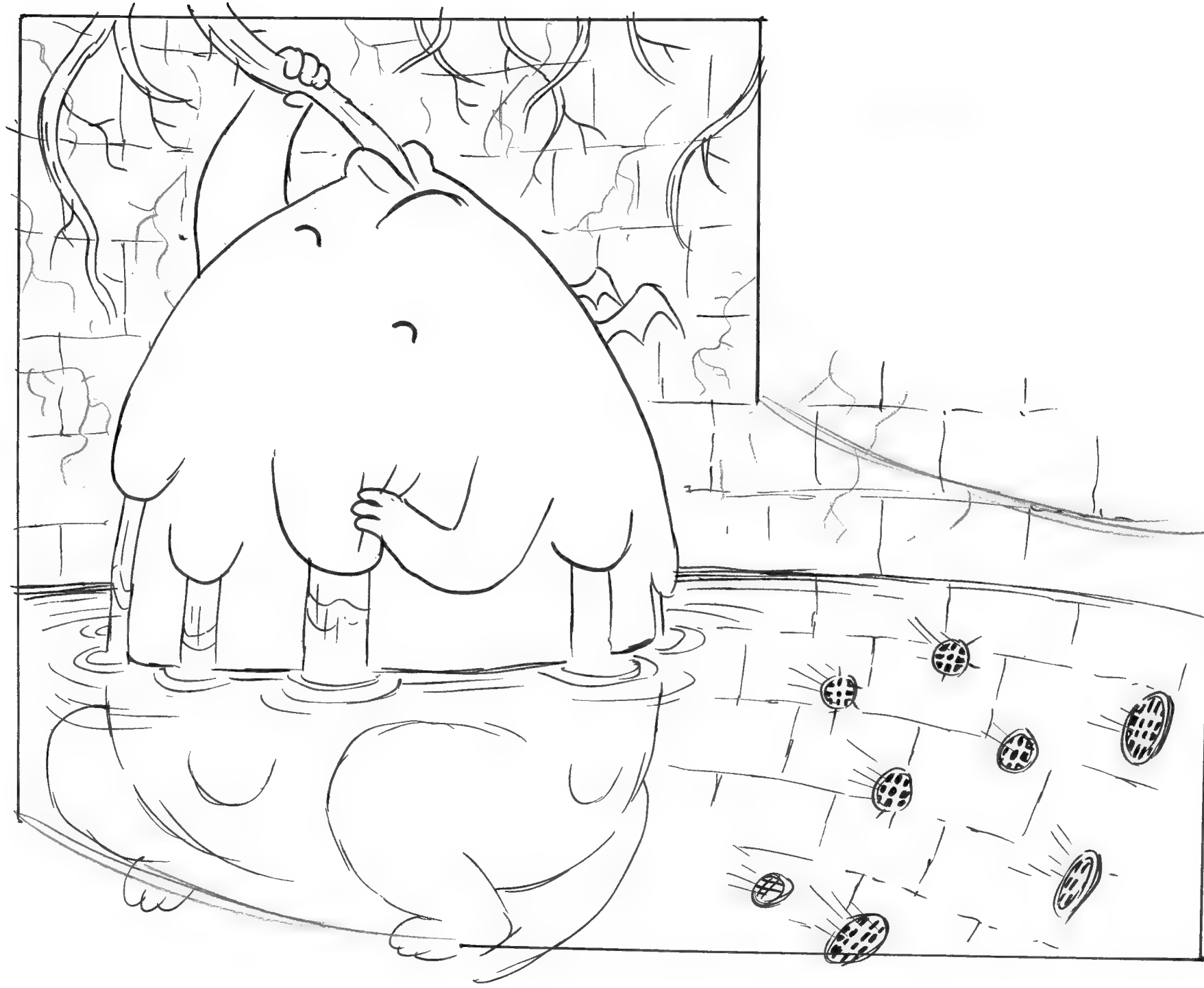
(ALT:) ... from the ruts.

(NEDDY) *sucking*



EPISODE # 1034-209

Production :

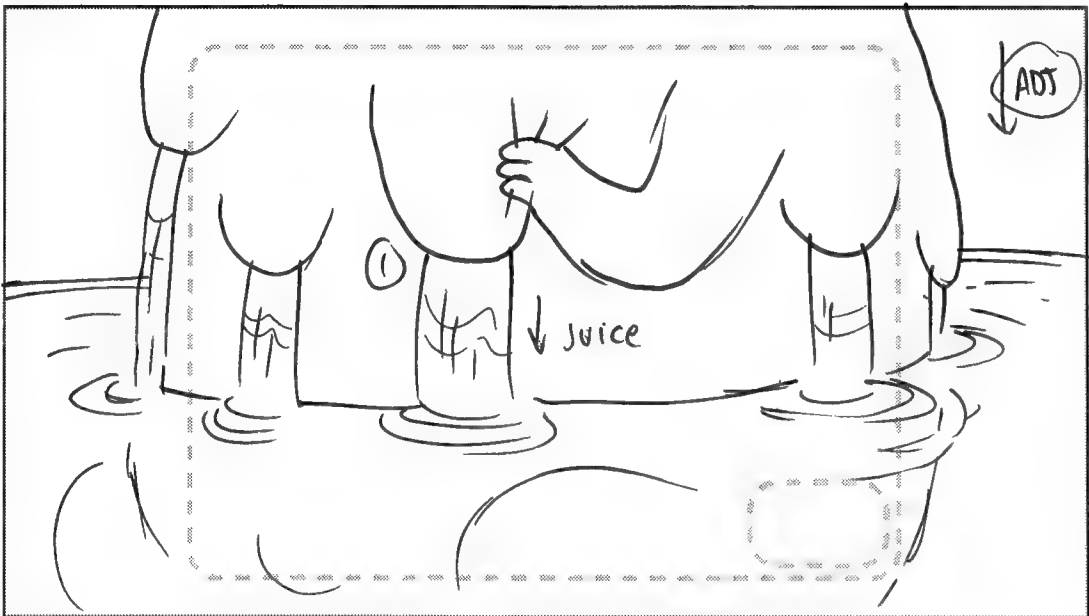


1034-209

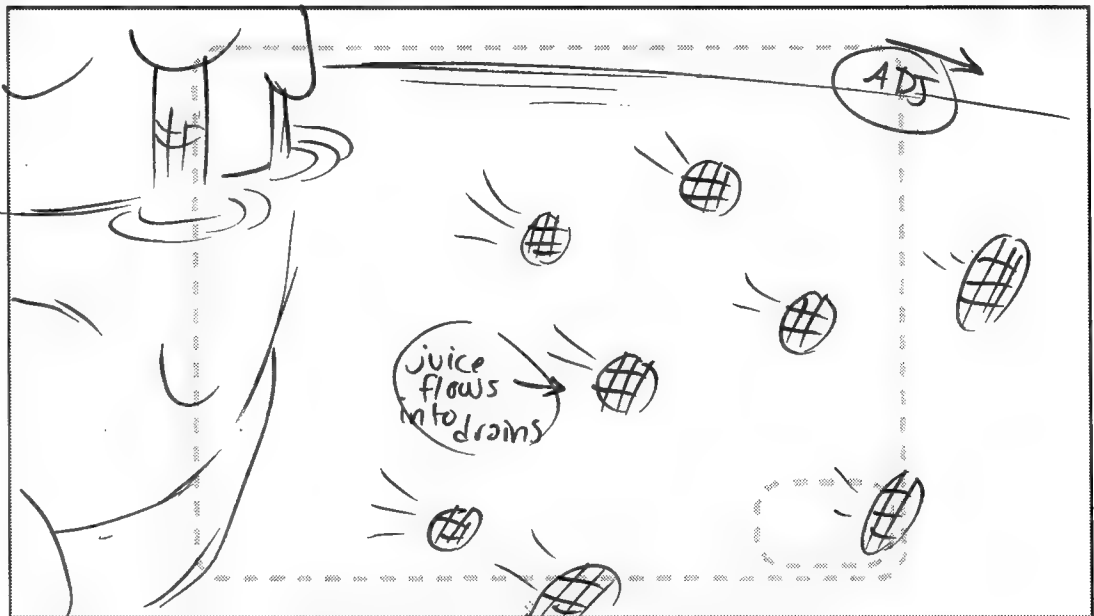
ADVENTURE TIME



Sc. 45 Pnl. B Bg. day night



Sc. 45 Pnl. C Bg. day night



Dialog: (F) (UO) And transforms it into candy juice? ... (F) (UO) and then? ...

Action: (2) (3) - Built up excess juice spurts out (1) (2) (3) (1) - Juice (and bubbles?) flows into drains.

Timing:

1034-209
EPISODE #
Production :

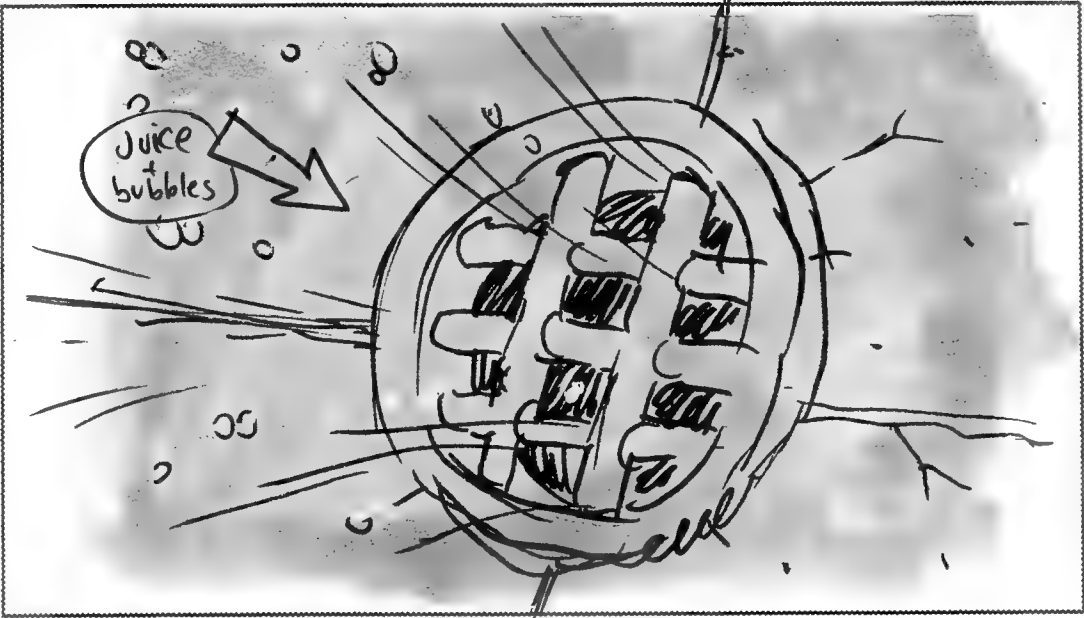
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ADVENTURE TIME

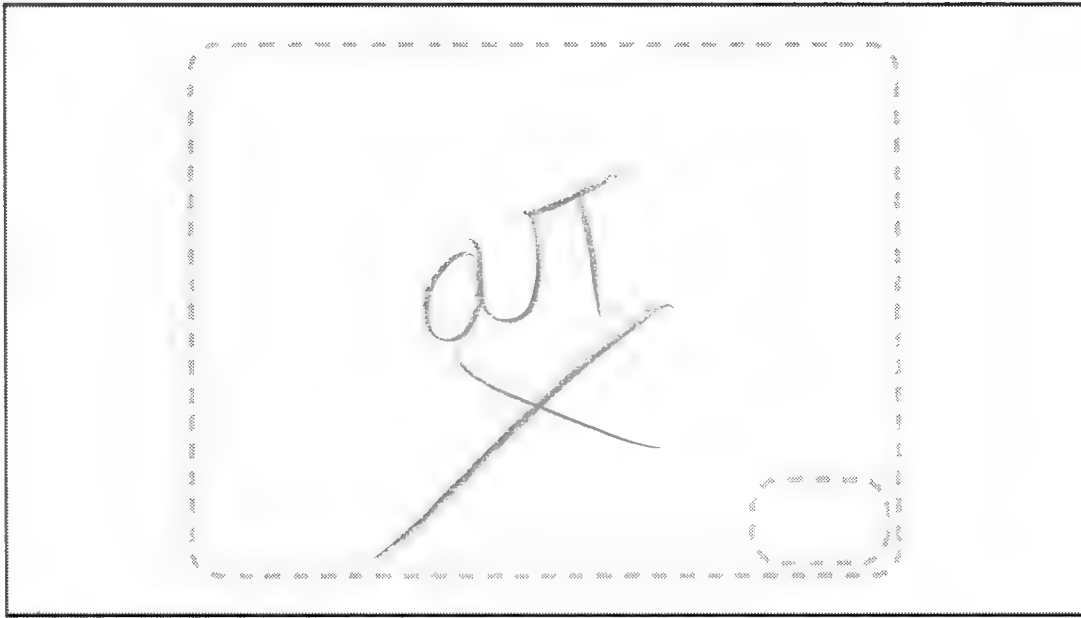


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Sc. 46 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) the juice goes in all those drains...

Action: - Juice and bubbles flow into drain.

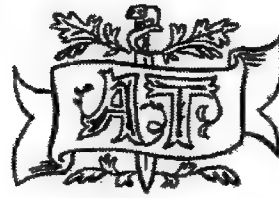
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 58

Sc.

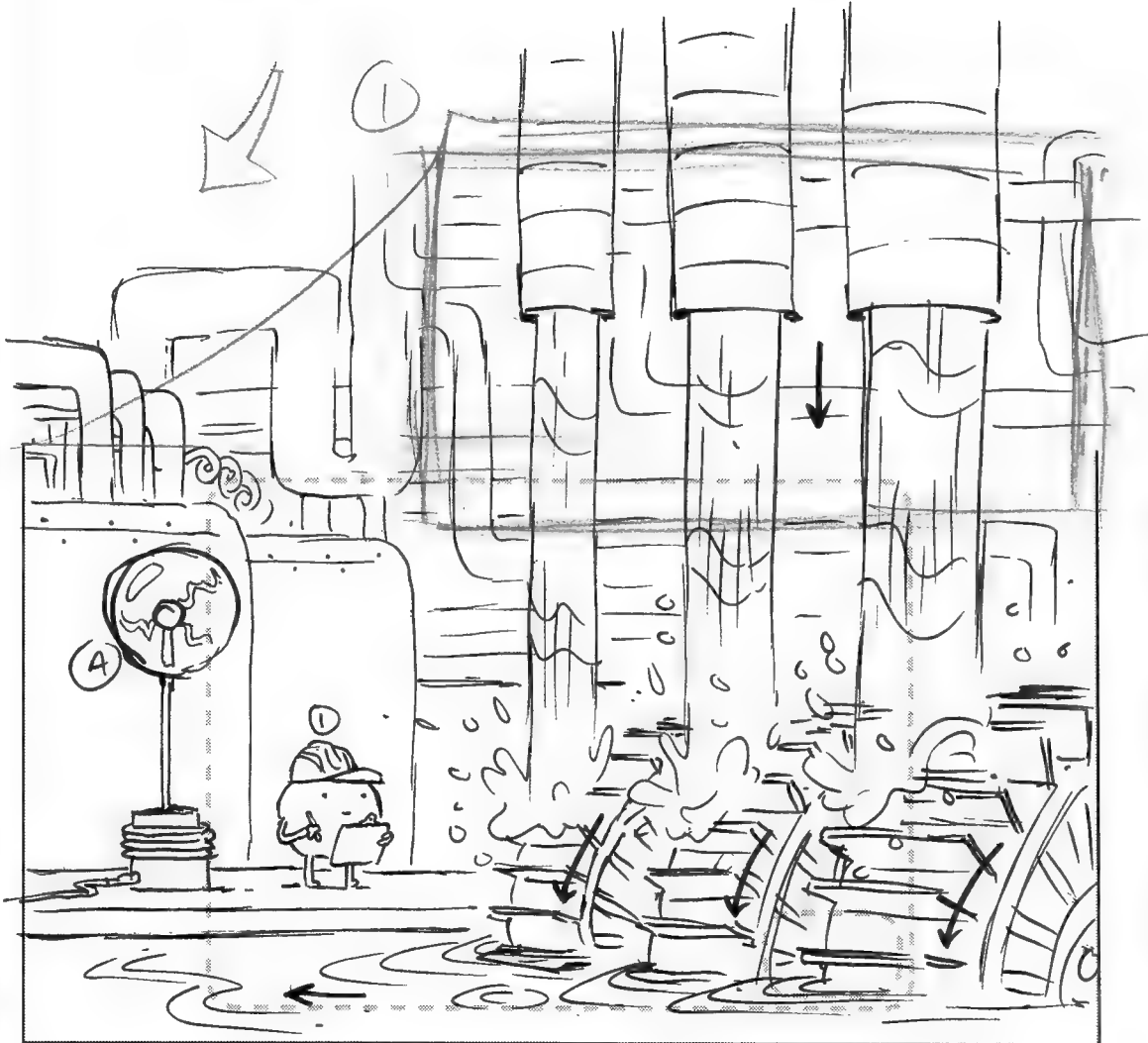
47

Pnl.

A

Bg.

day night



- Juice turns the turbines, creating electricity in the plasma lamp post.

Dialog:

(F:) (1) This...
(2) this is the lifeblood of the whole kingdom.

Action:



Timing:

EPISODE #

Production :

1034-209

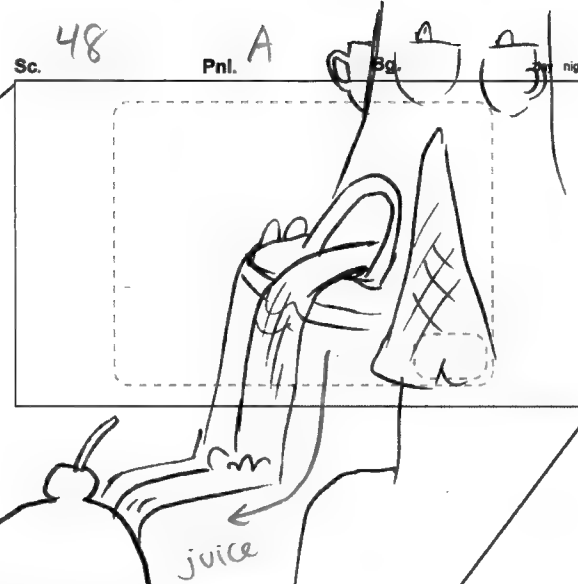
(2)



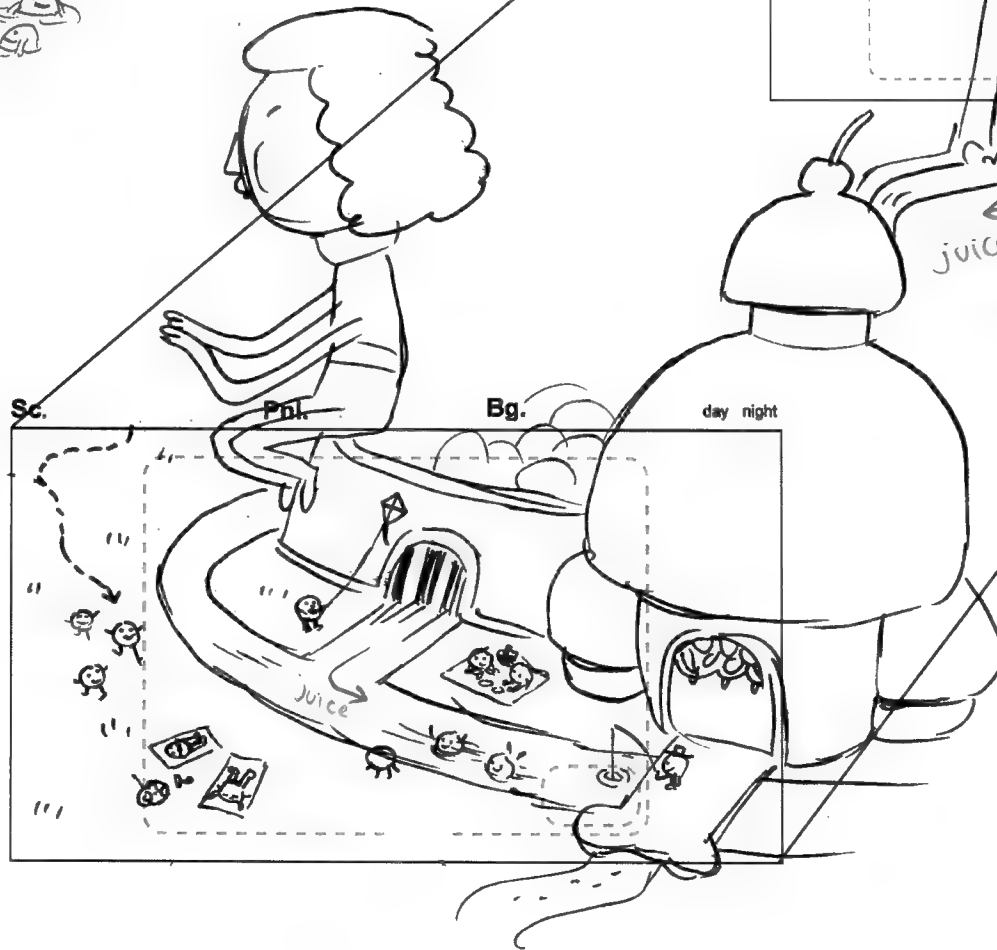
-candy person splashes in juice.



-candy person jumps into juice most



-candy kids run along side juice most



(FINN) (VO): power, defense, recreation... this is everything.

(KOO) (soft) *money rap* @ escalating volume →



- candy person flies kite.

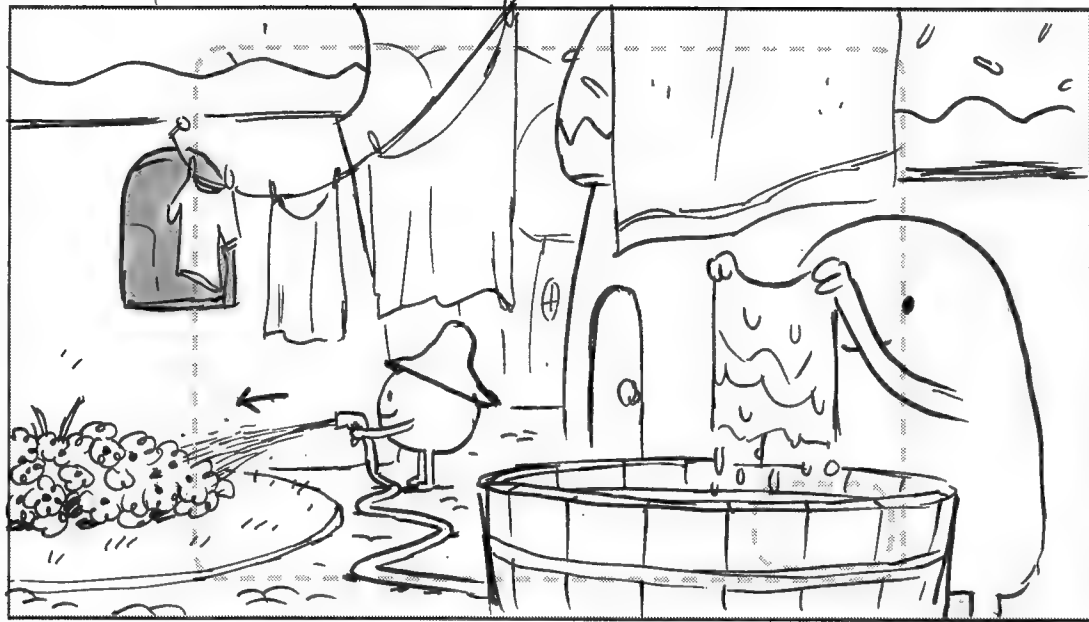
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ADVENTURE TIME

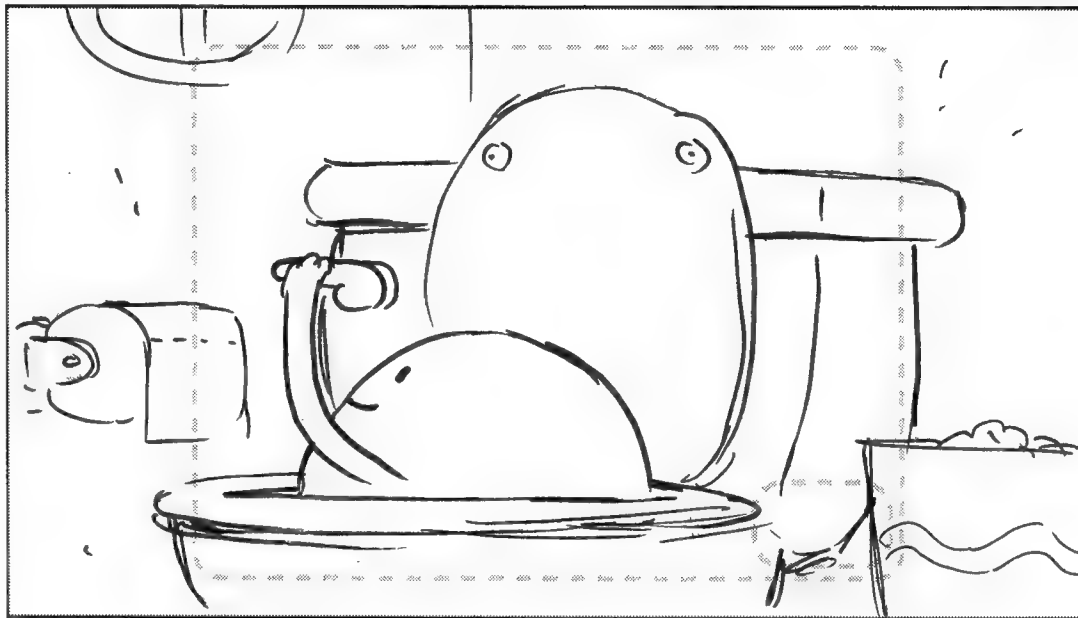


Page 60

Sc. 49 Pnl. A Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog: (FINN) (V.O.) → it cleans, and it nourishes... →

(KOO) (V.O.) \$*money rap continues to escalate volume*

(F:) .. and ... and (distracted by Koo)

(KOO)*continued rapping - distractingly loud*

Action:
- candy people
water flowers and
wash clothes.

Timing:



- candy kid flushes
toilet and spins
around and around
apx. 1 revolution per sec.



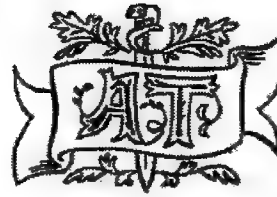
Production :

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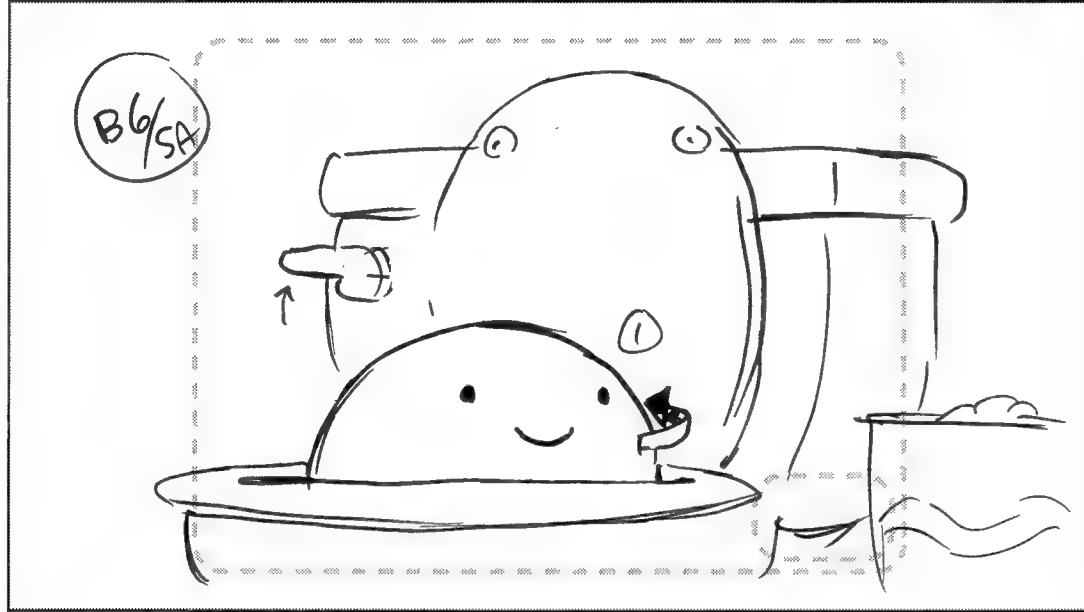
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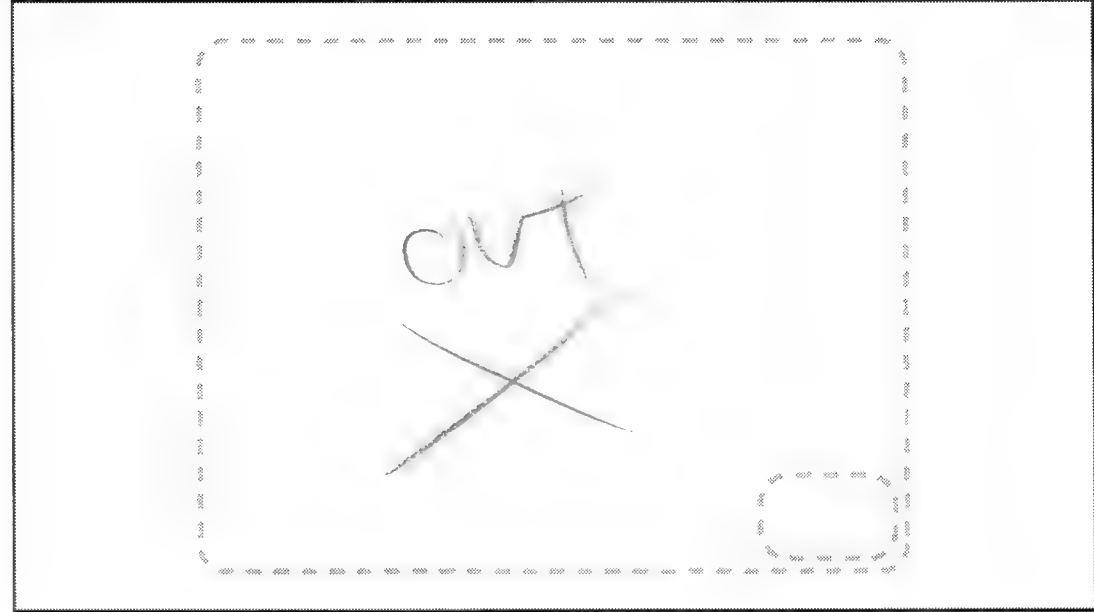


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Sc. 50 Pnl. B Bg. day night



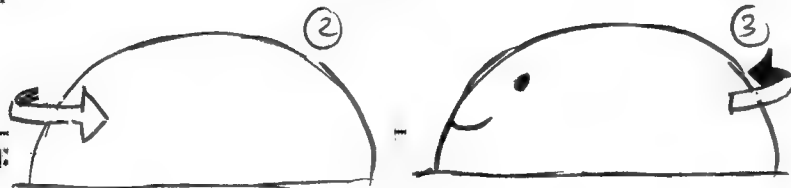
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



EPISODE #

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Production :

ADVENTURE TIME

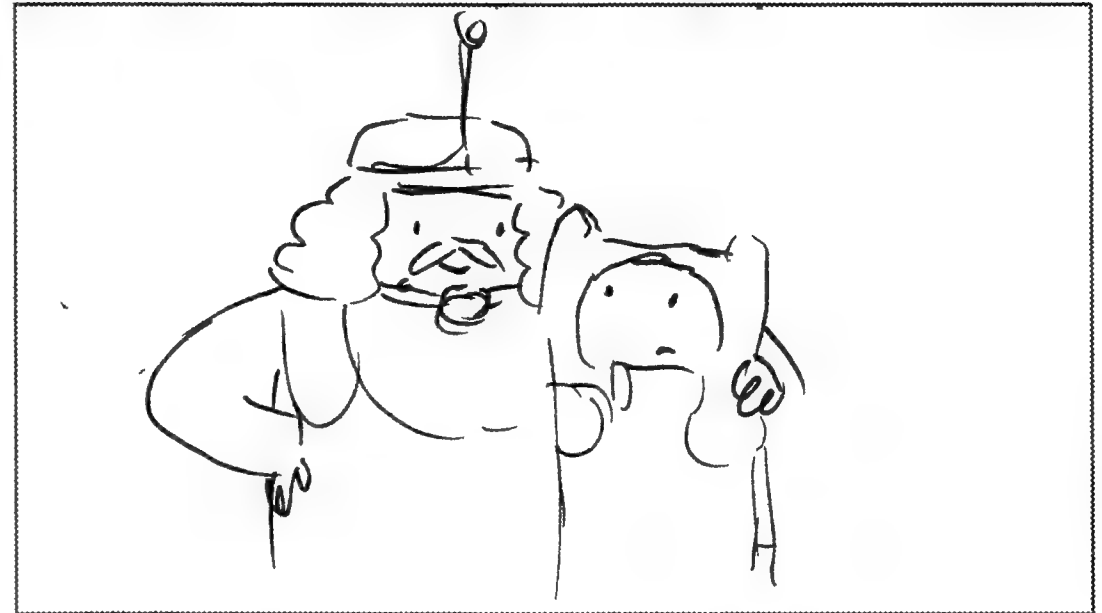


Page 62

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:

(x.00:) (B) muh (A) muh (B) muh (A) muh
money money...
money...

- best -

Action:

Timing:



EPISODE #

1034-209

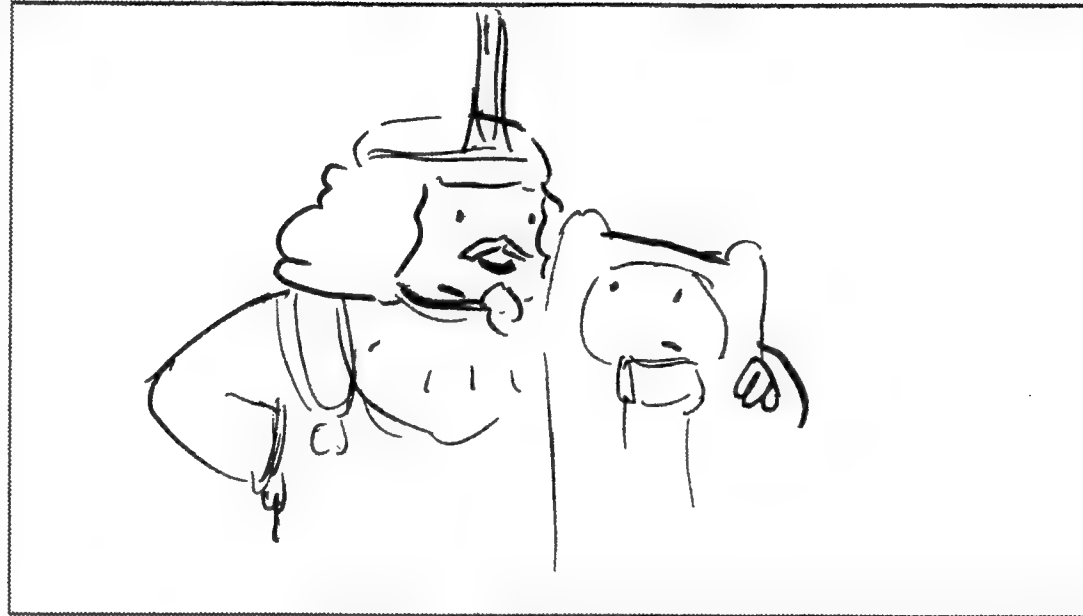
Production :

ADVENTURE TIME



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Sc. 51 Pnl. C Bg. day night



Sc. 51 Pnl. D Bg. day night



Dialog:

(KOO:) go on.

Action:

Timing:



-Finn, annoyed
backs out from
under King of Ooo's
arm.

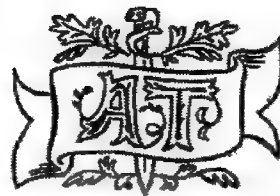
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Production :

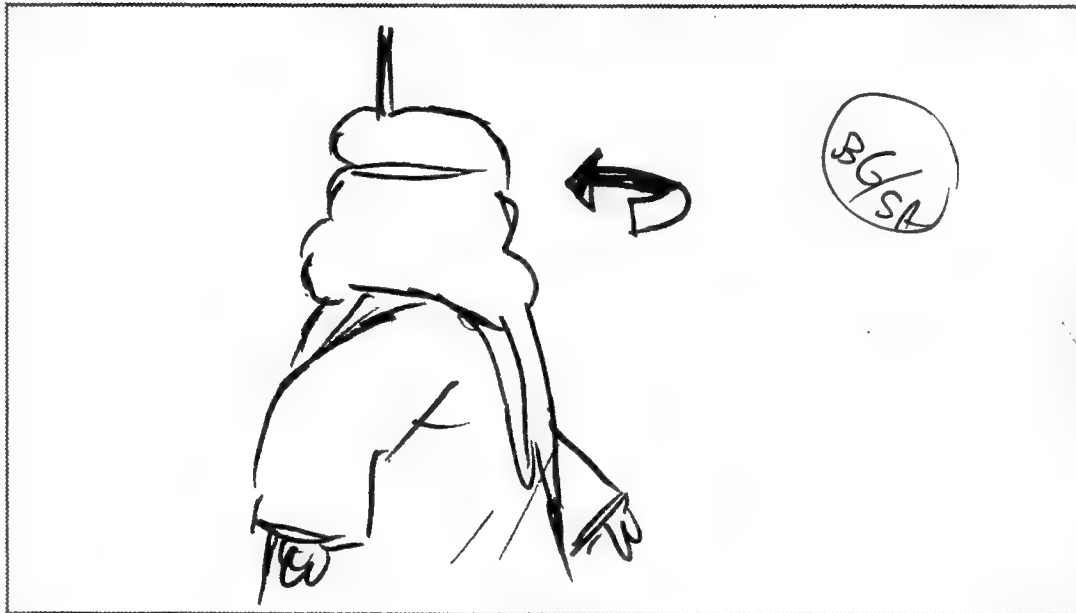
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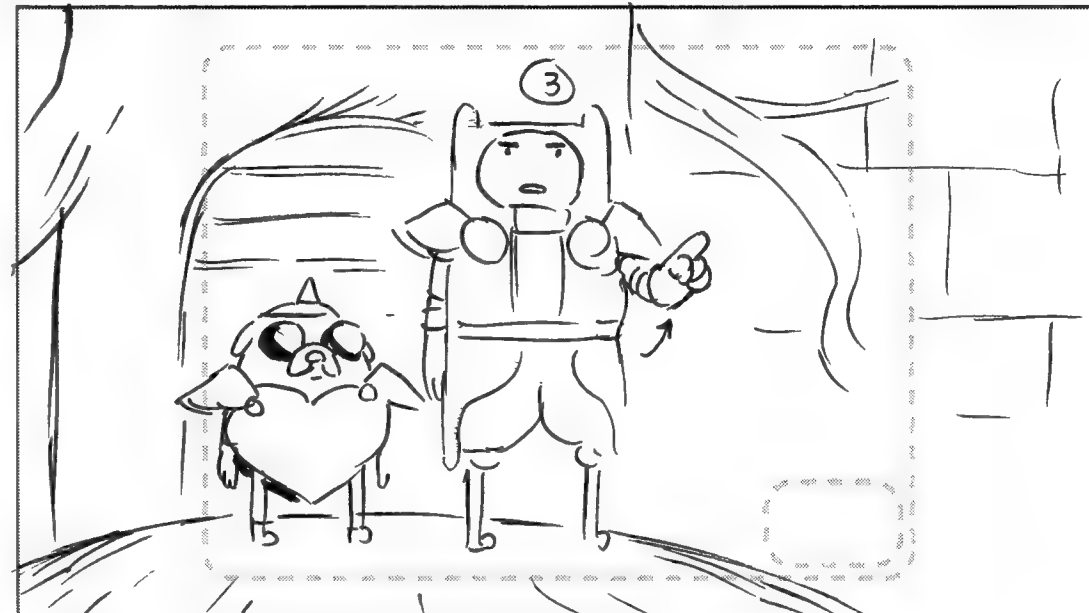


Page 64

Sc. 51 Pnl. E Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog:

Action:

Timing:

- Finn backs into shot

(F: 3) What are you talkin' about with all this money talk?



Production :

EPISODE #

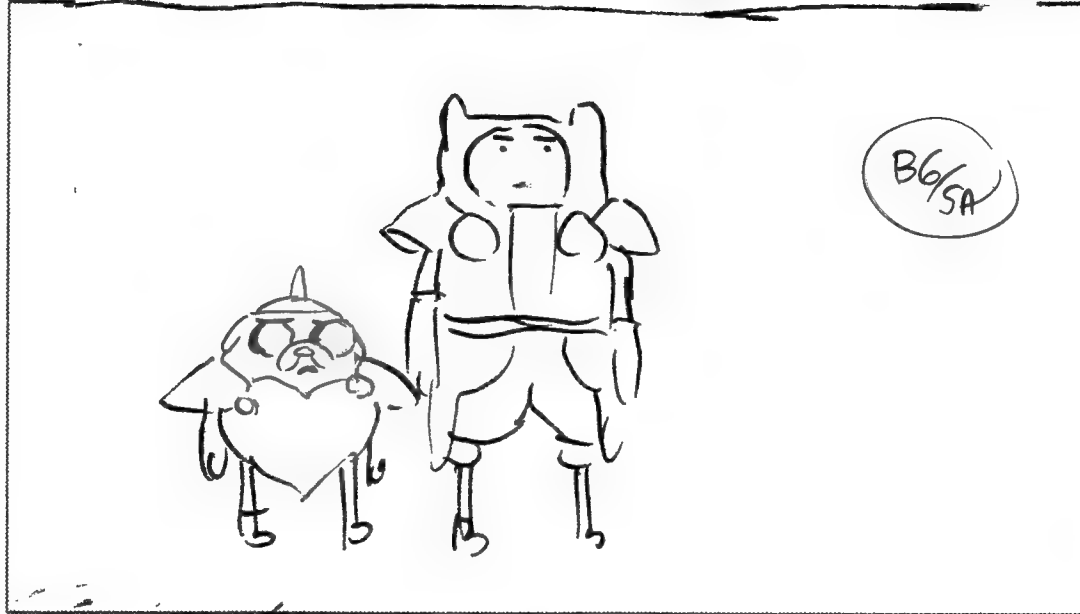
1034-209

ADVENTURE TIME



Page 65

Sc. 52 Pnl. B Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:

(J:) Yeah why are you singing the money song?

Action:

(K:) What? You don't see it? * sigh *

Timing:

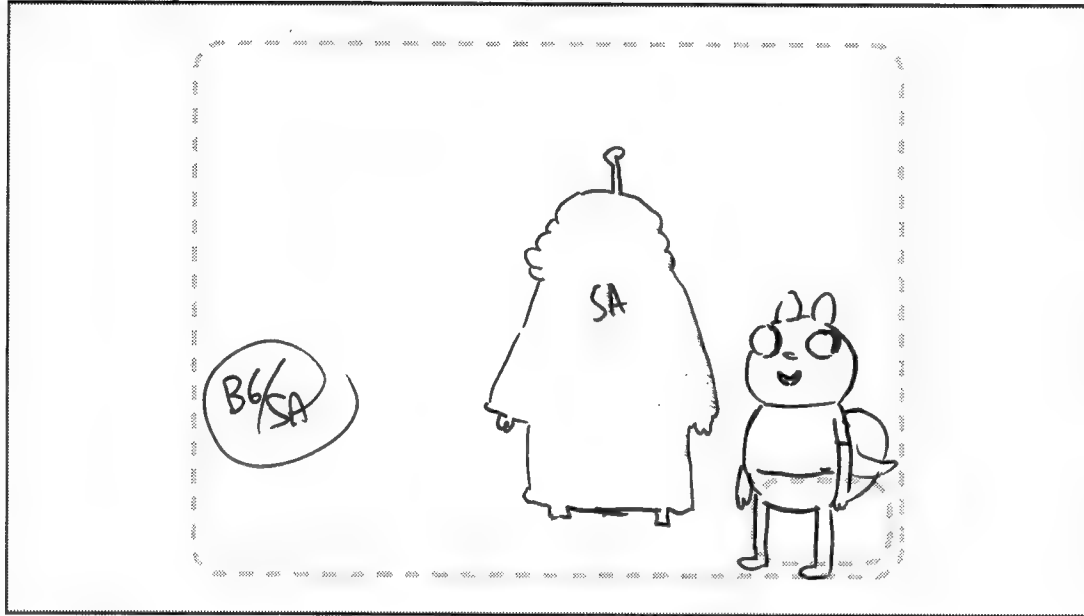
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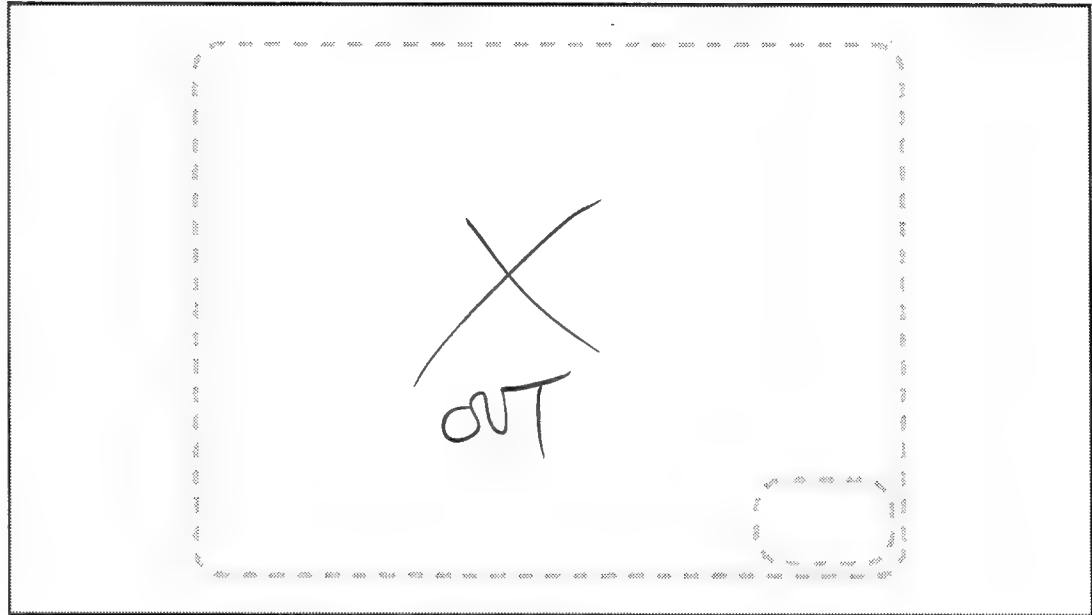
ADVENTURE TIME



Sc. 53 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: TORONTO: *chuckle*
(amused disbelief) They don't see it

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 67

Sc. 53 Pnl. C Bg. day night



Sc. 54 Pnl. A Bg. day night



Dialog:

(KOO) Look, everyone
needs juice to
live, right?

Action:

Timing:

(KOO) → and I
control the (2)
source of the
juice, →

start easing
into position
2 here

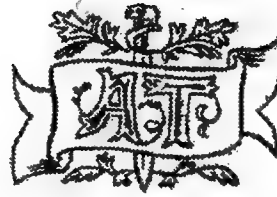


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ADVENTURE TIME



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Sc.

55

Pnl.

A

Bg.

day night



Sc.

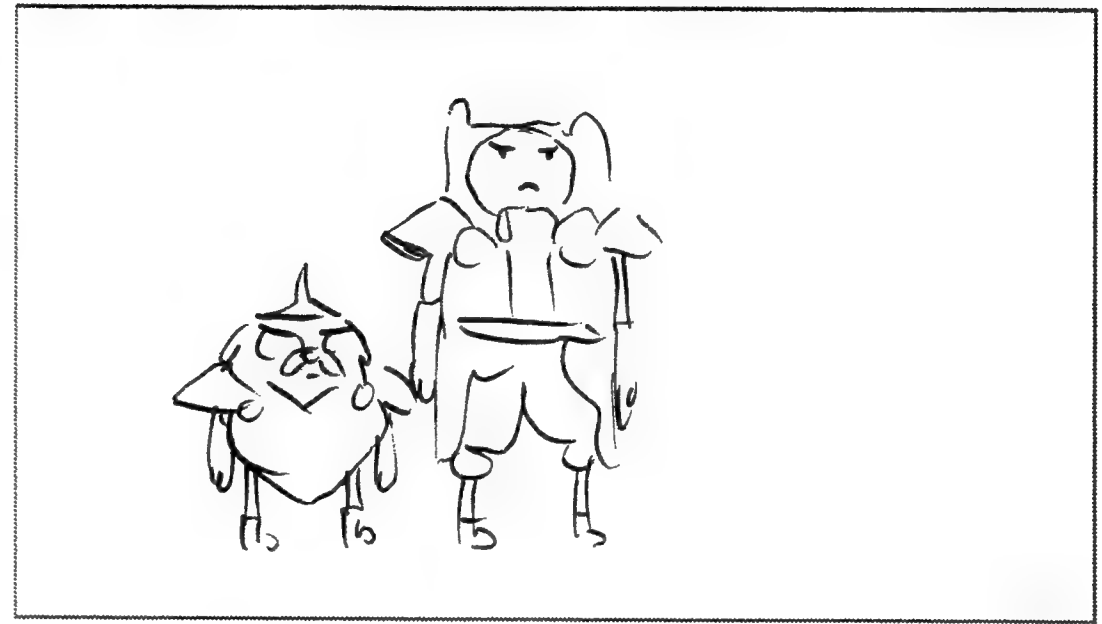
56

Pnl.

A

Bg.

day night



Dialog:

(KOO) so by ^{me} charging
a mere pittance
for every single
drop, →

Action:

Timing:

(KOO)^(OS) I can easily
quadruple my
treasure pile!

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ADVENTURE TIME



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Sc.

56

Pnl.

B

Bg.

day night

Sc.

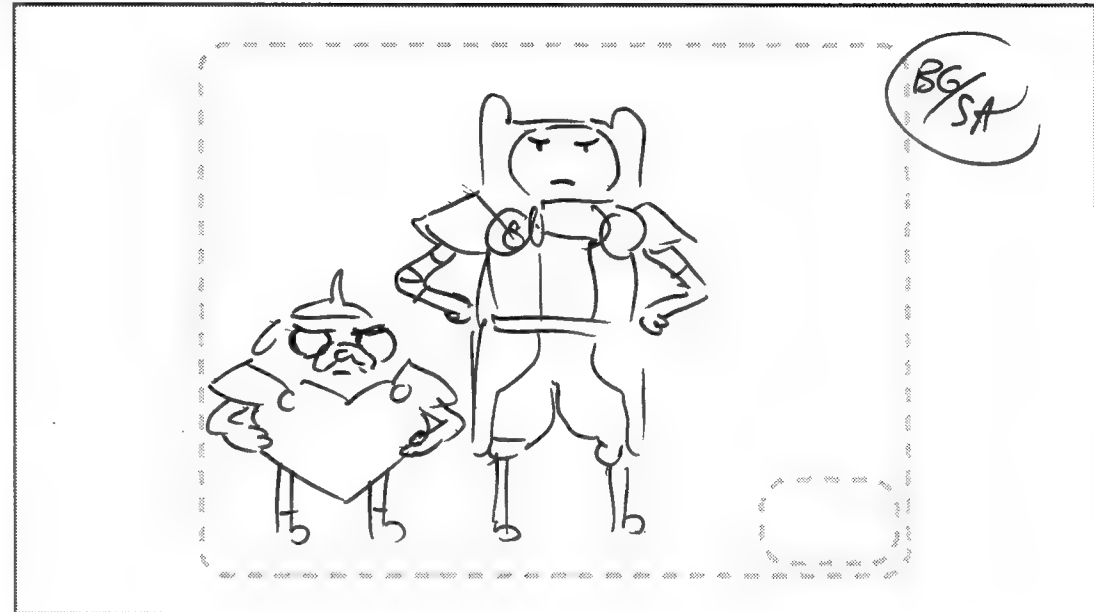
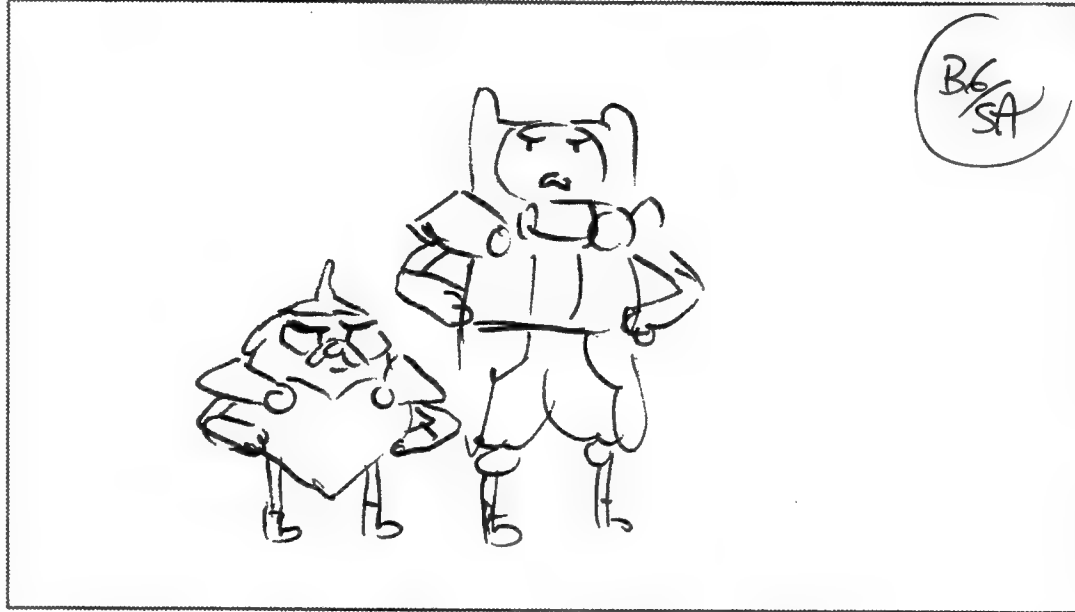
56

Pnl.

C

Bg.

day night



Dialog: (F:) man, if you think we're just gonna stand here and-- (cut off w/overlap)

(KOU:OS) ALTHOUGH H H H H H H H H H H...

Action: - Finn and Jake angrily put their hands on their hips

Timing:

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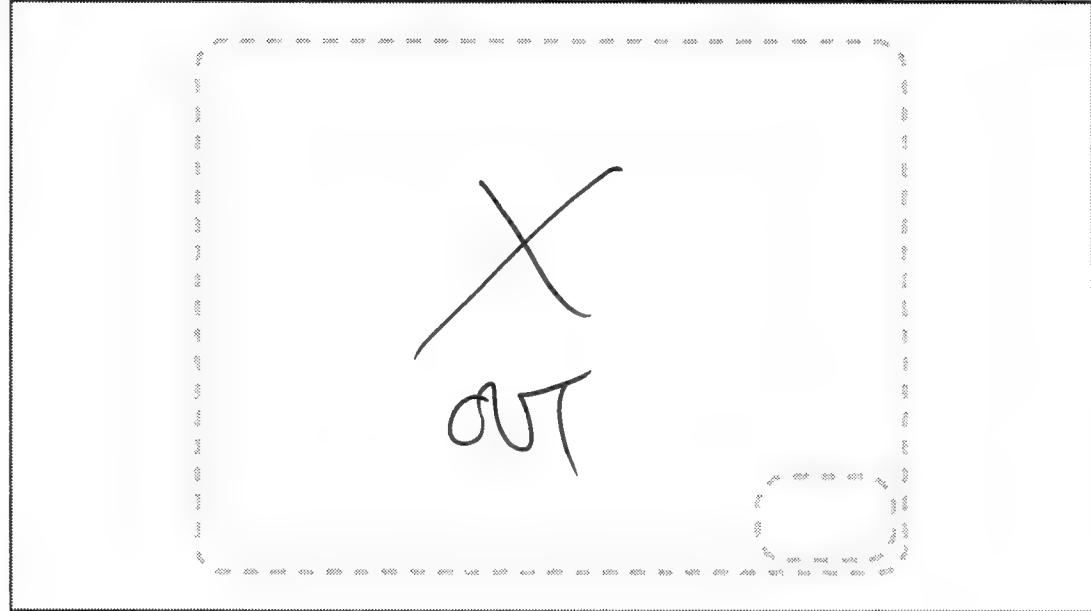


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Sc. 57 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: KOO → ③ if this dragon thing
could pick up the pace
a bit... →

Action:

Timing:



EPISODE #

Production :

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ADVENTURE TIME



71

Page _____

Sc.

57

Pnl.

B

Bg.

day night



Sc.

57

Pnl.

C

Bg.

day night



Dialog:

(Kau:) we could
have enough of a surplus

Action:

leftover to
export ..

Timing:

worldwide ...

EPISODE #

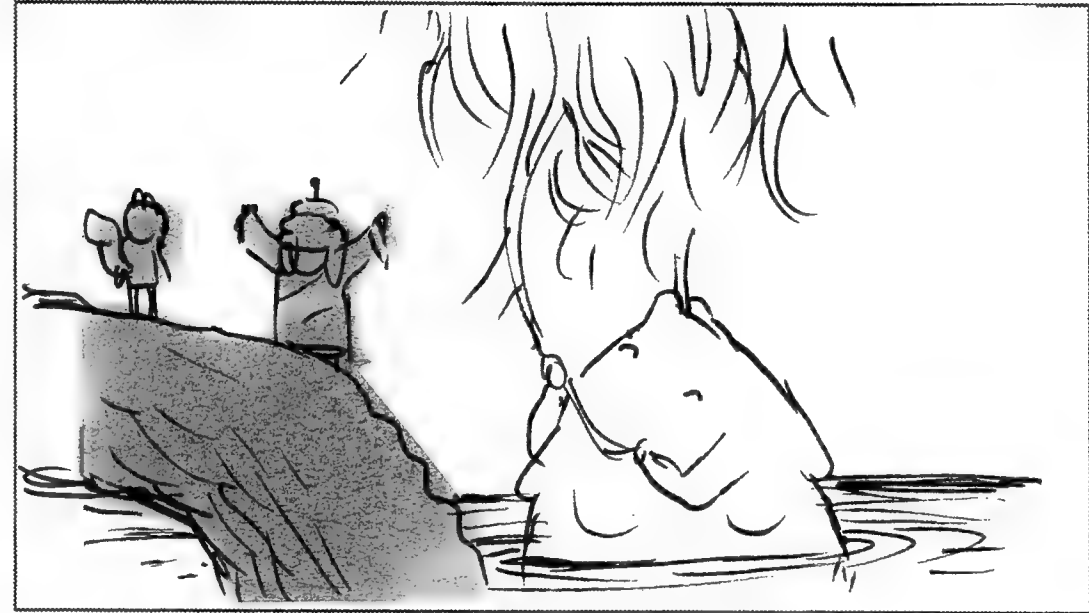
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Production :

ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night

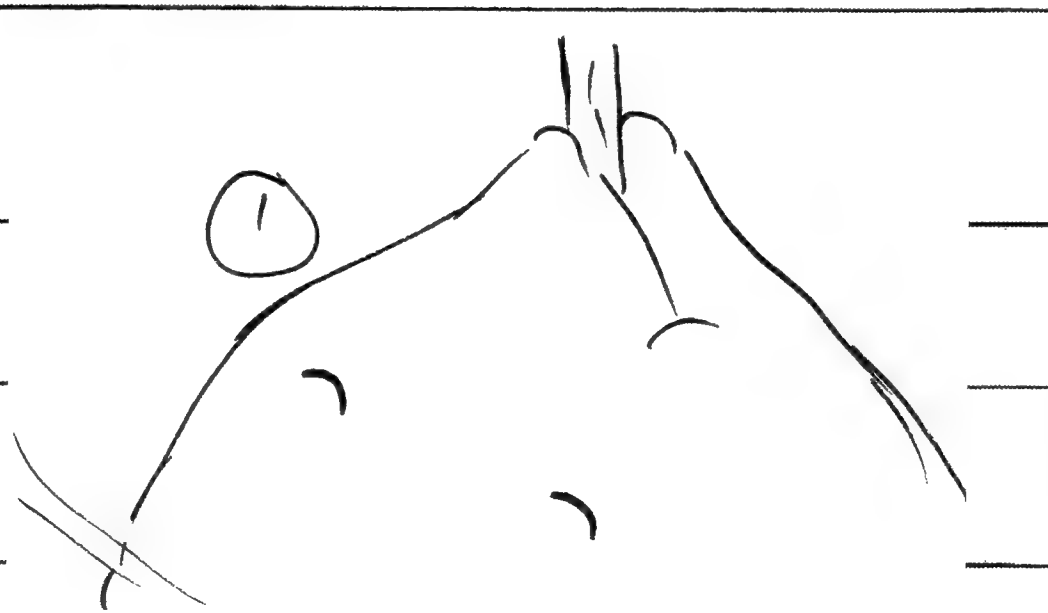


Dialog: (Koo) - HEY!

Action: (1)

Timing:

- Neddy is startled.



EPISODE #
Production :

1034-209

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ADVENTURE TIME



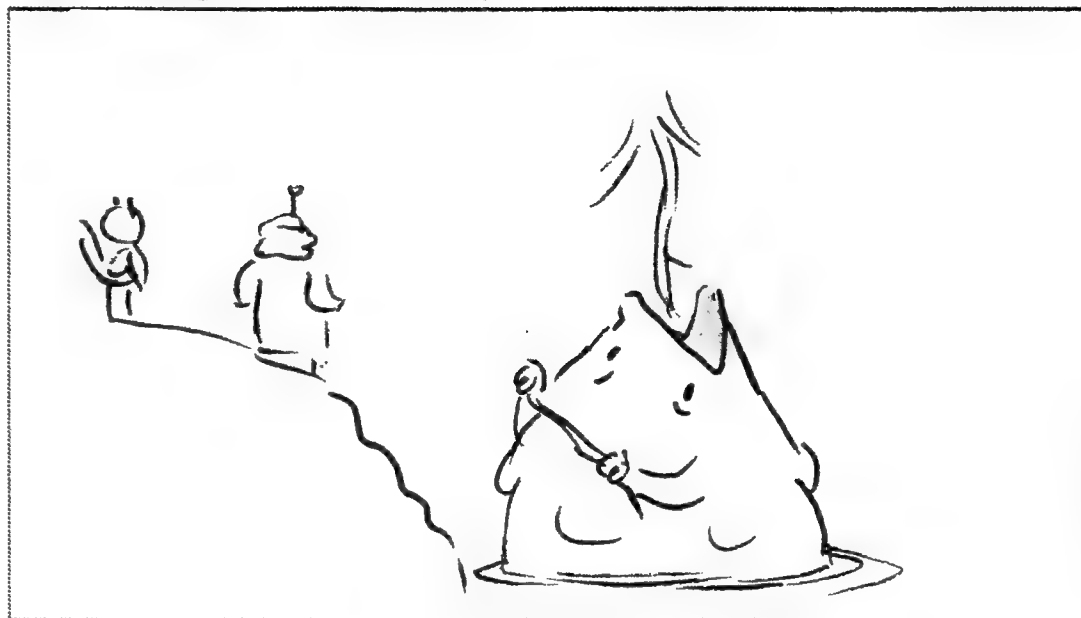
73

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Sc. 60 Pnl. A Bg. day night



Sc. 60 Pnl. B Bg. day night



Dialog:

(KOO) Hey whatta ya
think 2 bout
Steppin -- (interrupt)

Action:

- Neddy screams in terror.

Timing:

(NEDDY): * TERRIFIED
GUM SCREECH *

EPISODE #

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Production :

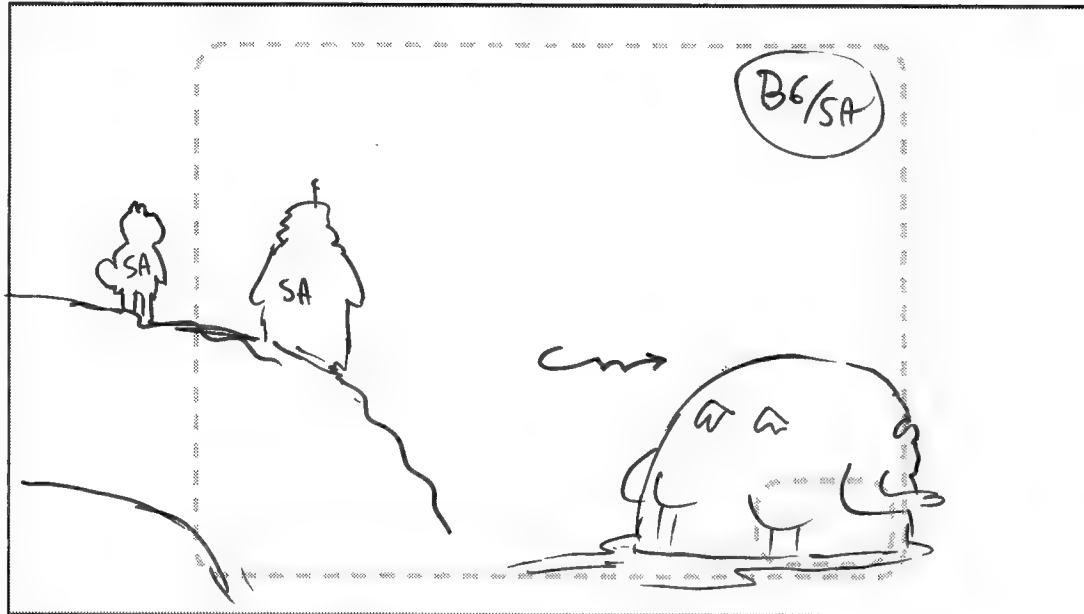
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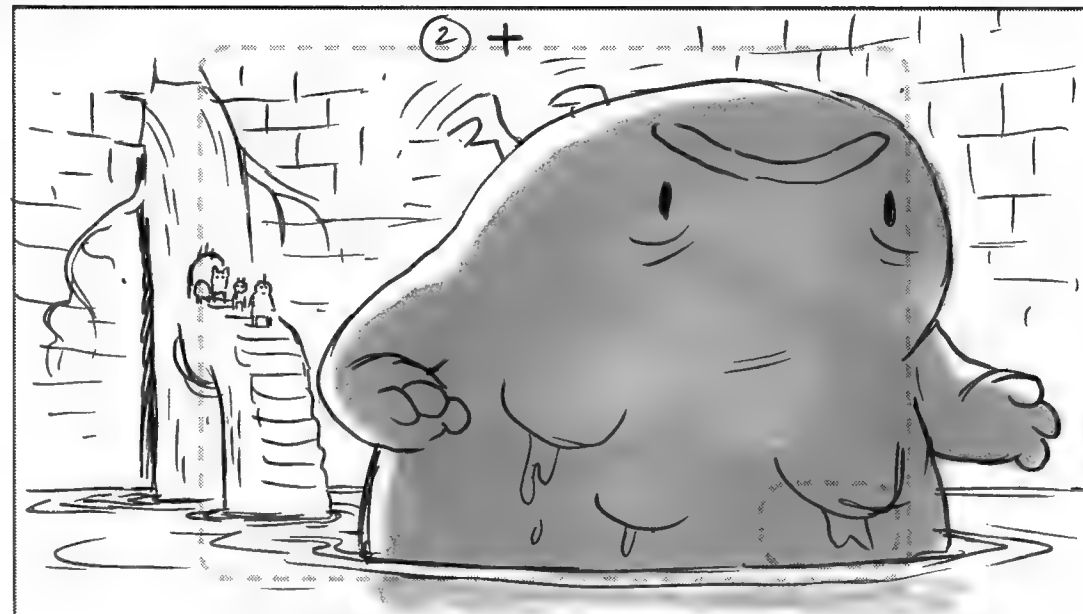


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Sc. 60 Pnl. C Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:	(NEDDY:) *panicky gum screaming* →
Action:	- Neddy turns to run from King of Ooo
Timing:	



EPISODE #

Production :

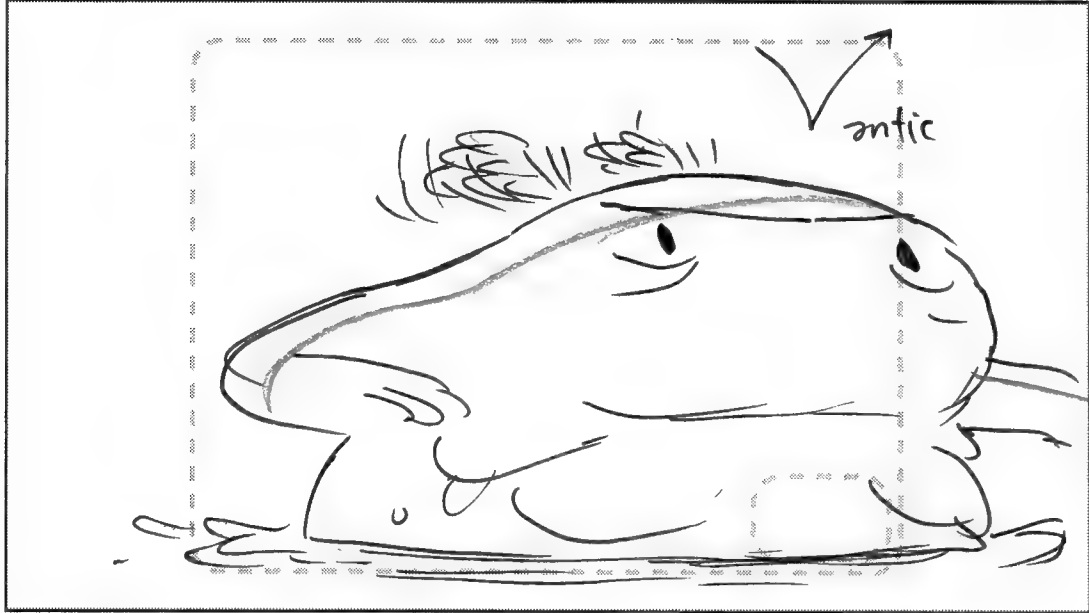
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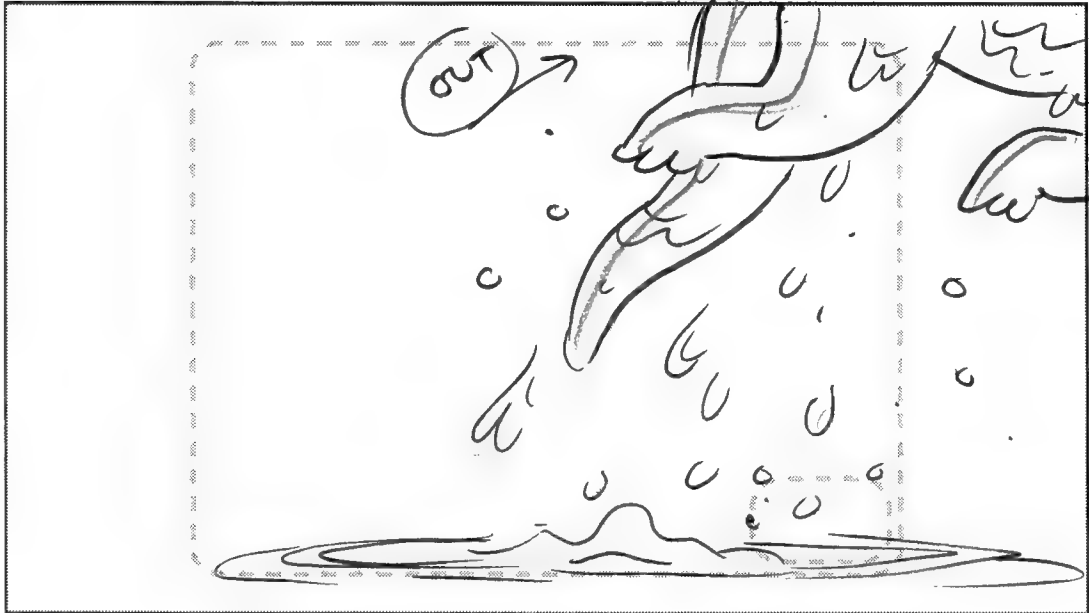
ADVENTURE TIME



Sc. 61 Pnl. B Bg. day night



Sc. 61 Pnl. C Bg. day night



Dialog:
Action: - Neddy runs then flies off screen, away from King of Ooo
Timing:

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Production :

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ADVENTURE TIME




Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:	SFX: 'BOOM'!!!	
Action:	 ①	- Screen shakes as Neddy smashes through the castle wall.
Timing:		

EPISODE #

Production :

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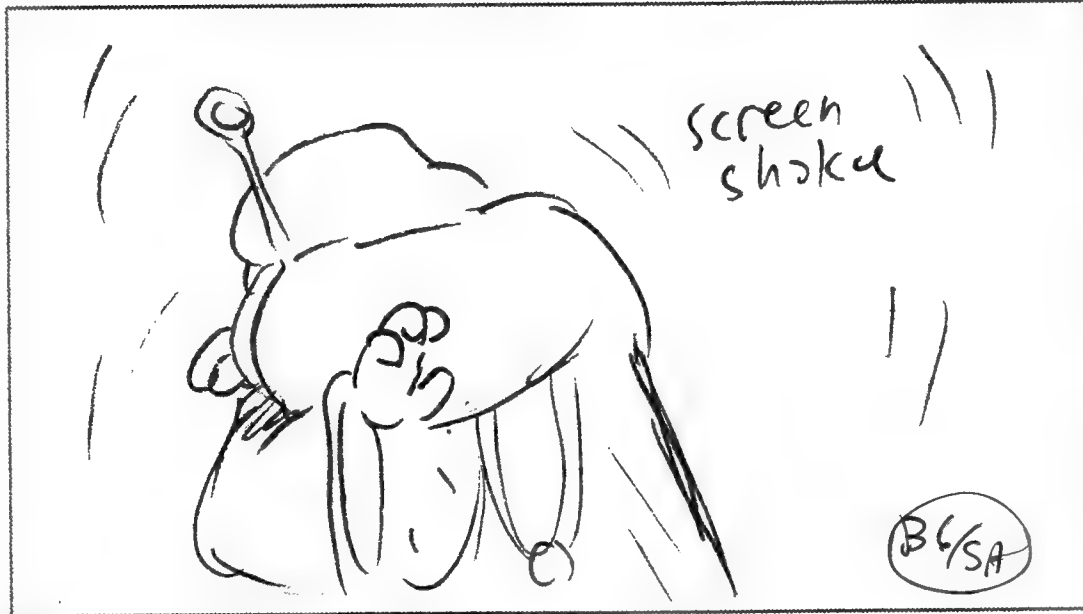
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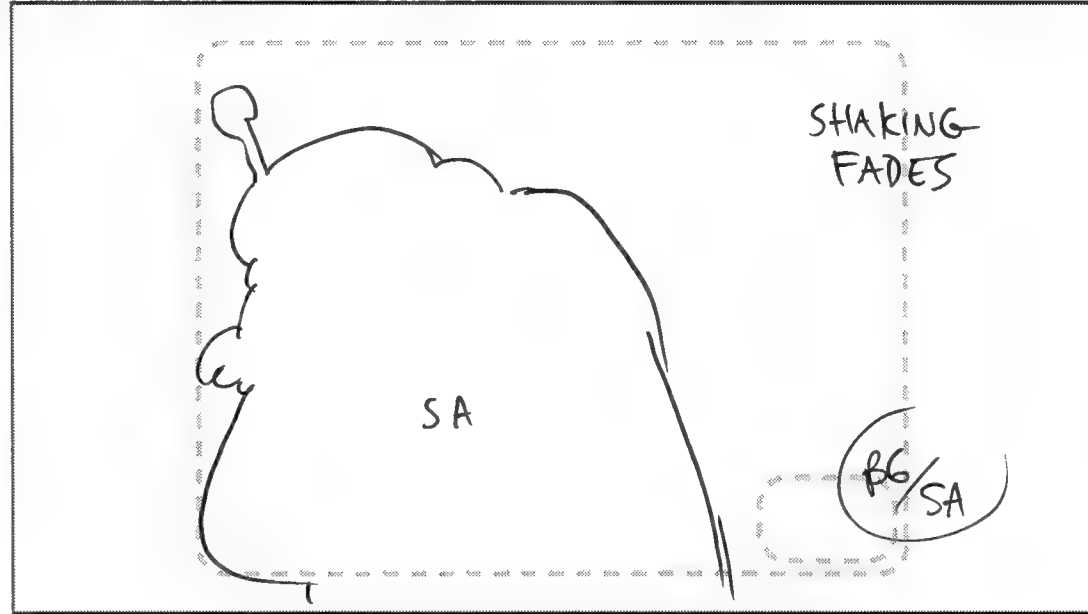


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Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

SFX: rubble falling/settling

Action:

Timing:

Production :

EPISODE #

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ADVENTURE TIME



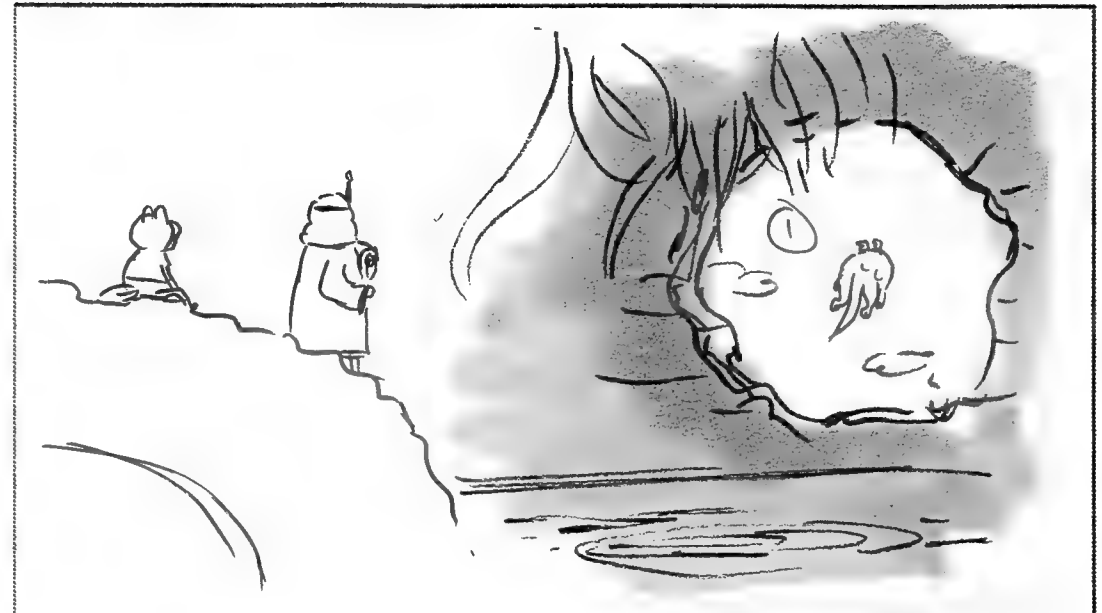
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Sc. 63 Pnl. C Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

Action: - King of Ooo lowers his guard to inspect the damage Neddy has done.

- Neddy flies off screen.

Timing:

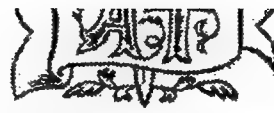


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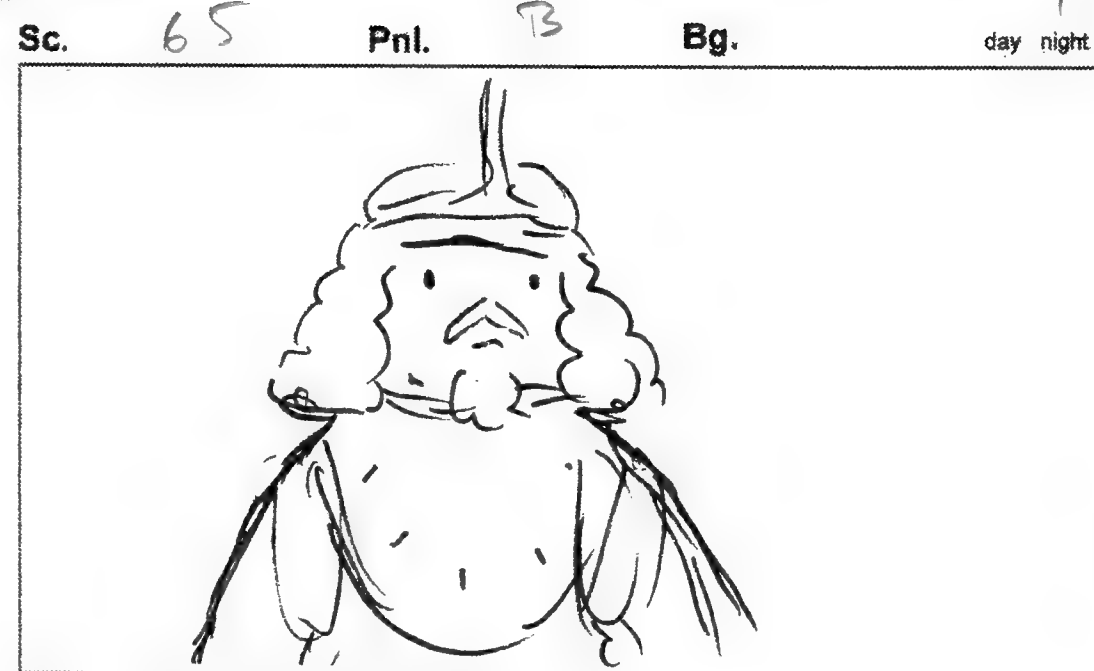
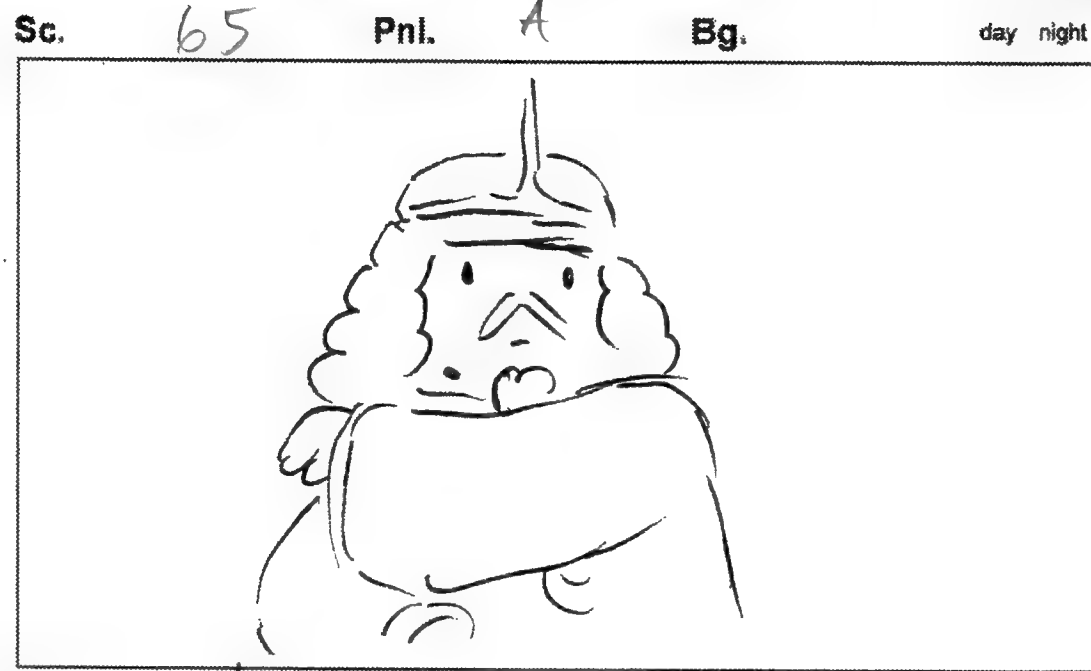
1034-209

Production :

ADVENTURE TIME



Page 79
day night



Dialog:

Action:

- King of Ooo is no longer scared.

Timing:

EPISODE #

Production :

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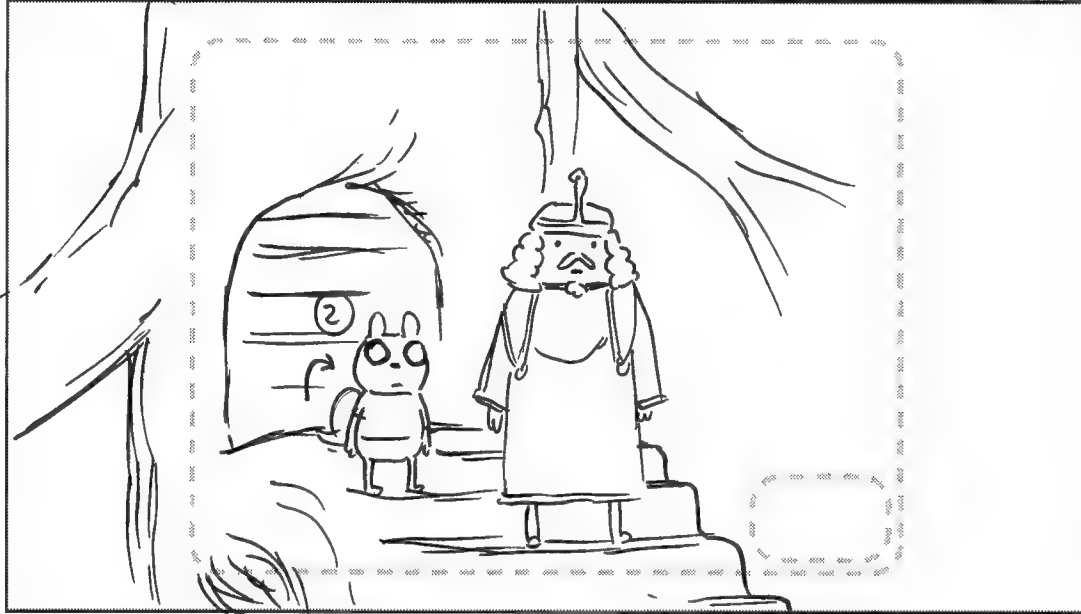
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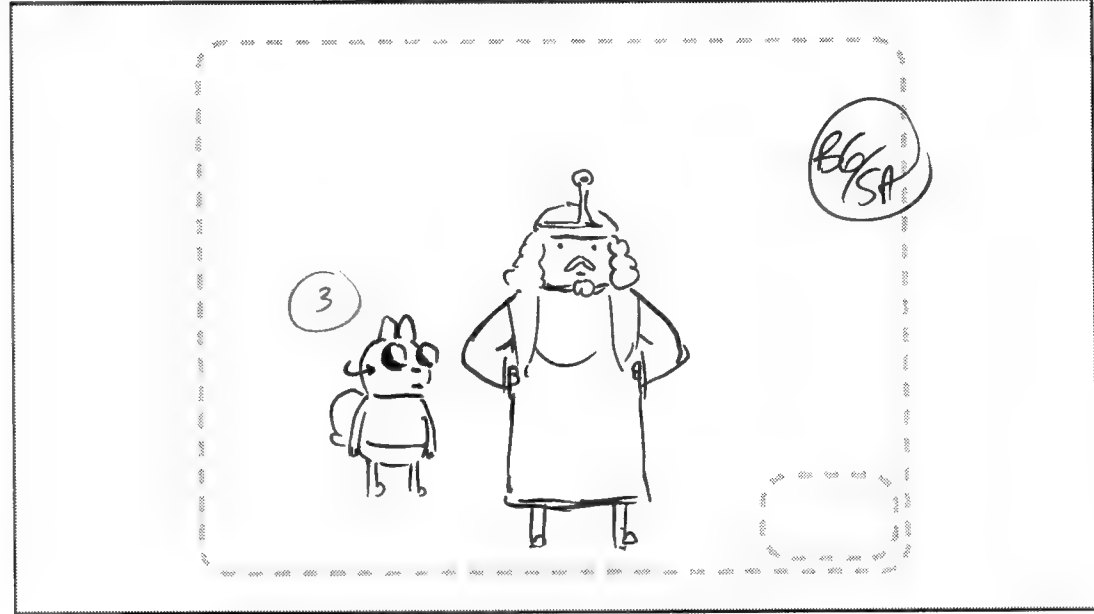


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Sc. 66 Pnl. A Bg. day night



Sc. 66 Pnl. B Bg. day night



Dialog: (Koo) Well Toronto, it looks like the Candy Kingdom empire is finished...

(Koo) → but the four of us will live like kings til' the juice runs out.

Action:



- Toronto stands up and dusts himself off

① ② 2A 2B 2A 2B 2A 2B ② ③

Timing:

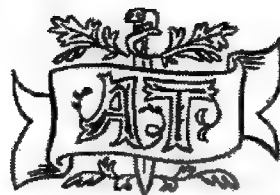
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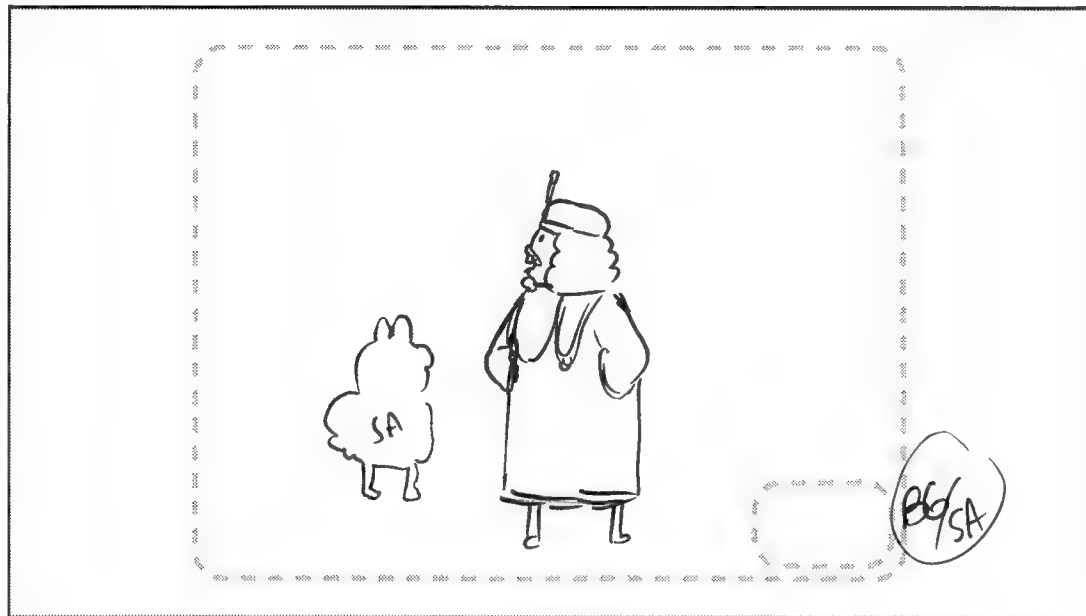
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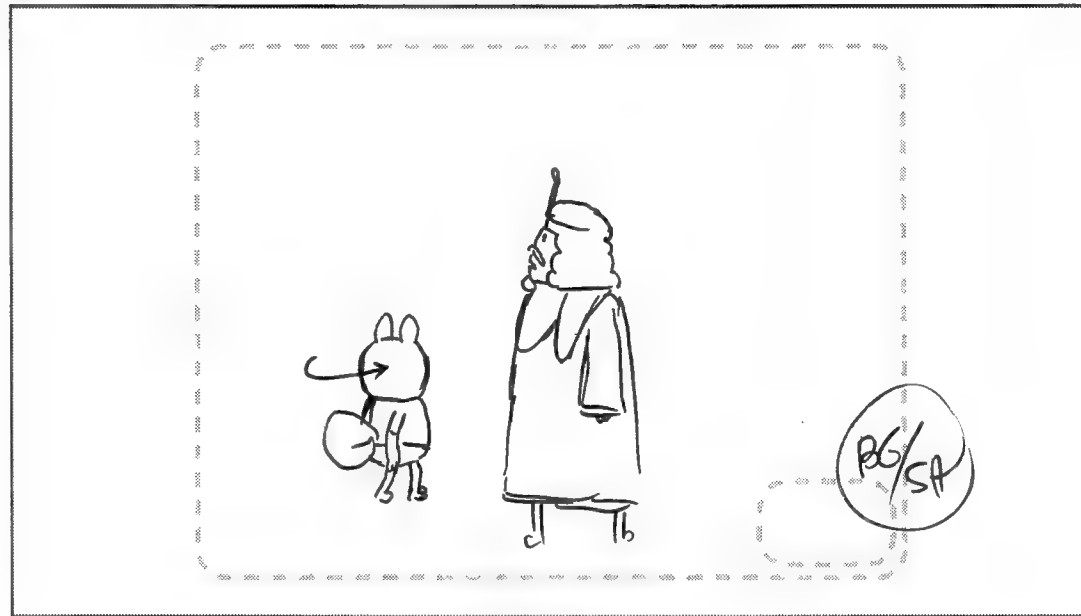


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Sc. 66 Pnl. C Bg. day night



Sc. 66 Pnl. D Bg. day night



Dialog: (koo) Whatlaya say boys, le--

(koo) Oh... I wonder where they ran off to...

Action: - King of Ooo looks back to where Finn and Jake were standing.

- Toronto looks back for F+J

Timing:

Production :

EPISODE #

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					67	A			

Dialog:	* hammering *	
Action:	- PB hammers nails into shingles.	
Timing:		

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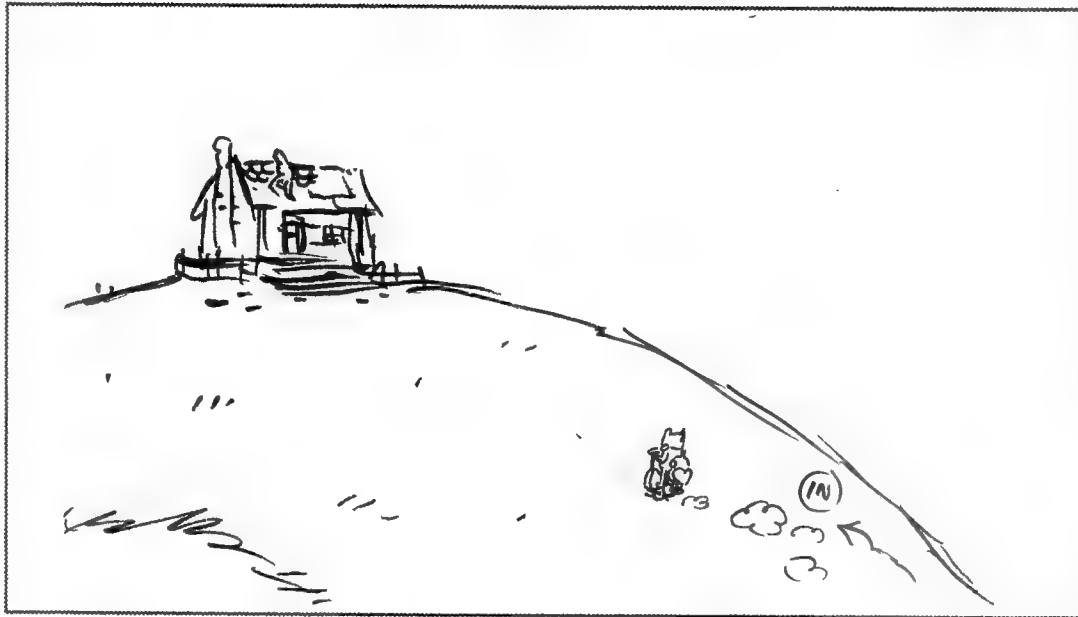
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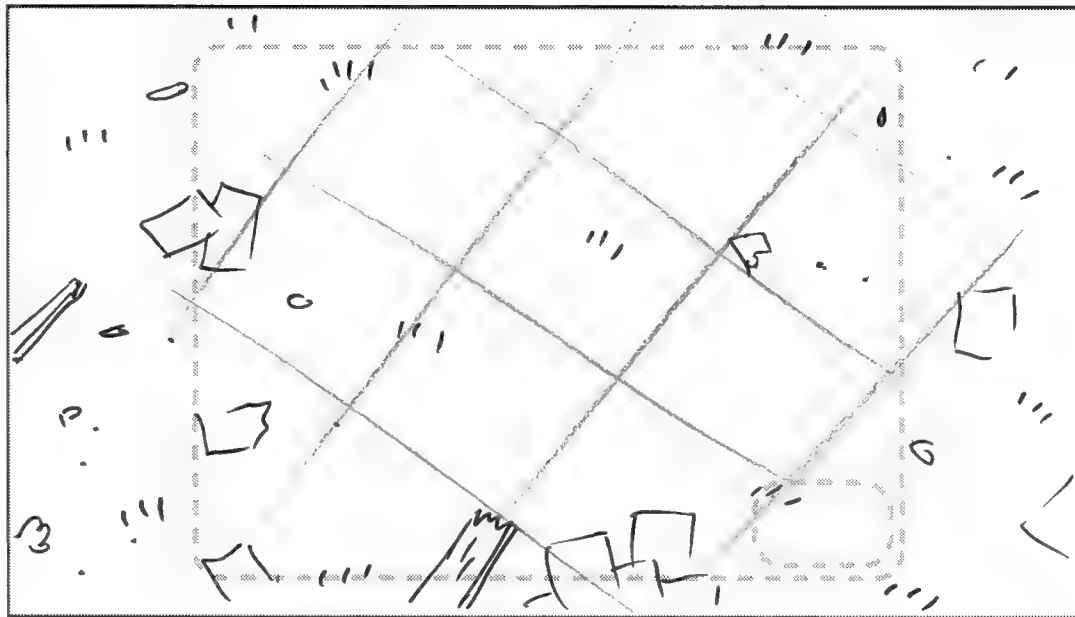


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Sc. 67 Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:

SFX: * hammering *

SFX: * King of Ooo's Segway putter *

(F+J)(OS) Princess Princess Princess Princess →

Action:

- F+J ride uphill on King of Ooo's Segway.

Timing:

Production :

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ADVENTURE TIME



Page 89

Sc.	Pnl.	Bg.	day night

Sc.	Pnl.	Bg.	day night
68	B		

Dialog:	Action:	Timing:
	<p>- F+J ride in, then step off scooter.</p>	
<p>(F+J:) Princess Princess Princess</p>		

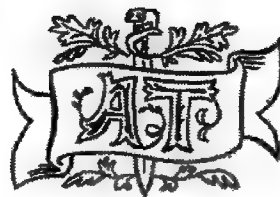
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Production :

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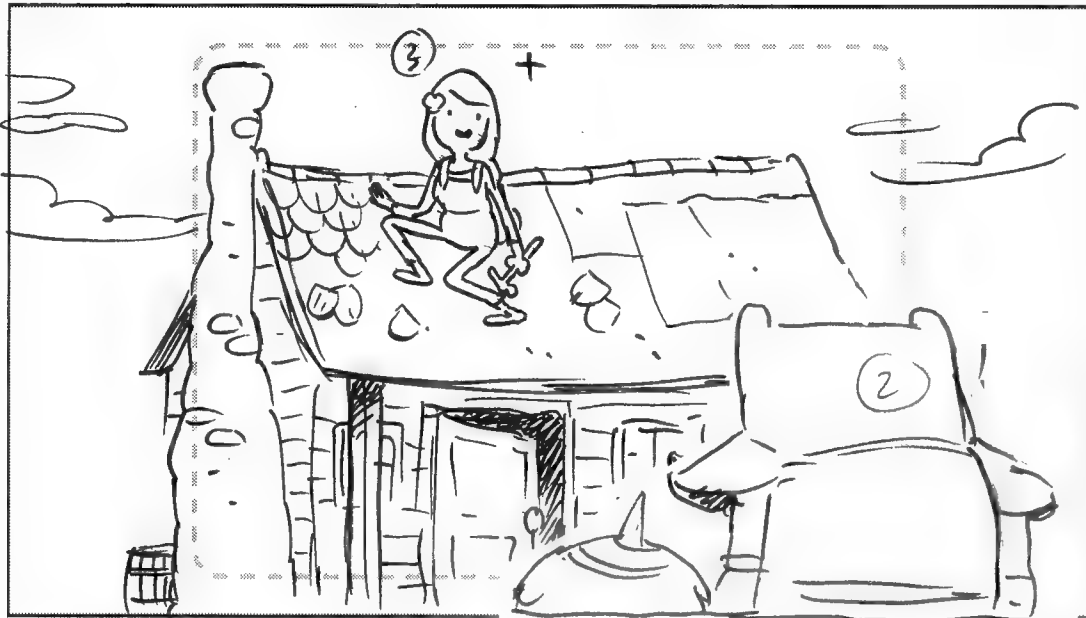
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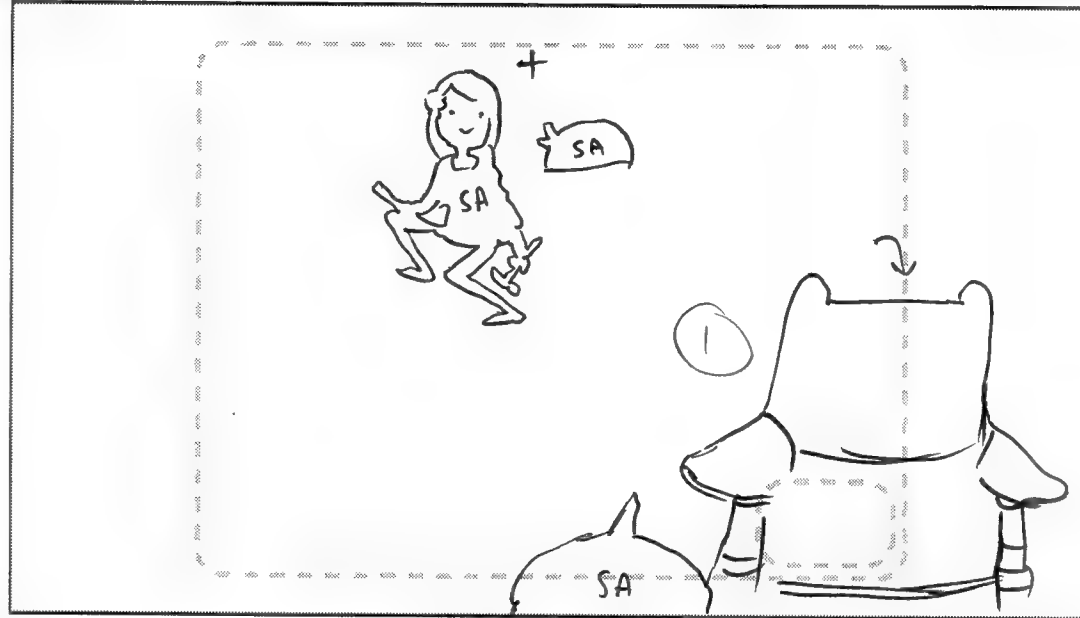


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Sc. 69 Pnl. A Bg. day night



Sc. 69 Pnl. B Bg. day night



Dialog: (F+J) * catching breath * huff & puffing
(PB) (2) Oh - (3) Hey boyz!

(F:) (breathless) Princess, →



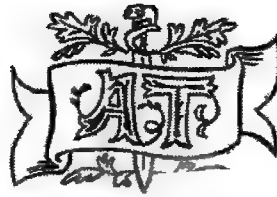
- Finn catches breath: (1) (2) (3)
- PB notices F+J
- Pep. But, rises up from other side of roof.

Production :

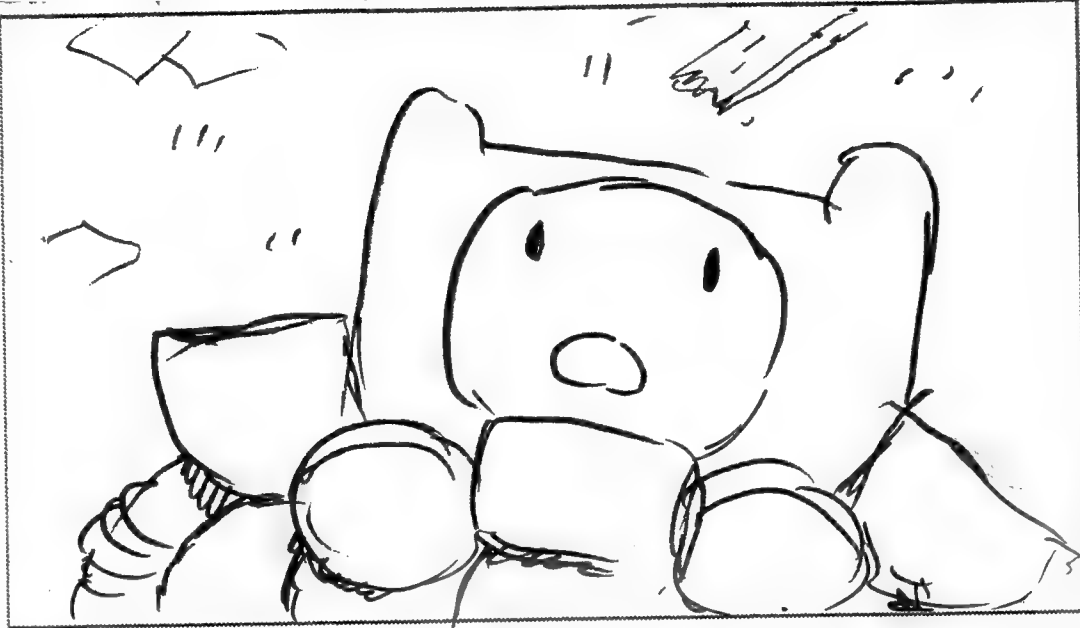
EPISODE #

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ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



Dialog: (F:) Princess, skliz, is really blizzed up with ... the King of Ooo ...
He really blizzed up, all the skliz ...

(J:) He blizzed it all up man.

Action:

Timing:

EPISODE #

Production :

1034-209

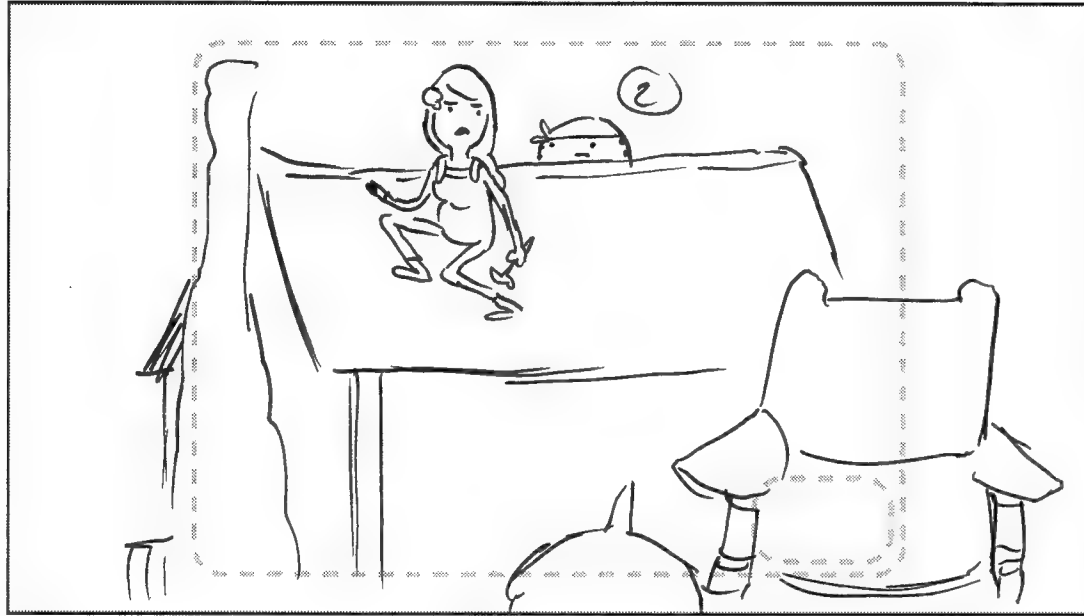
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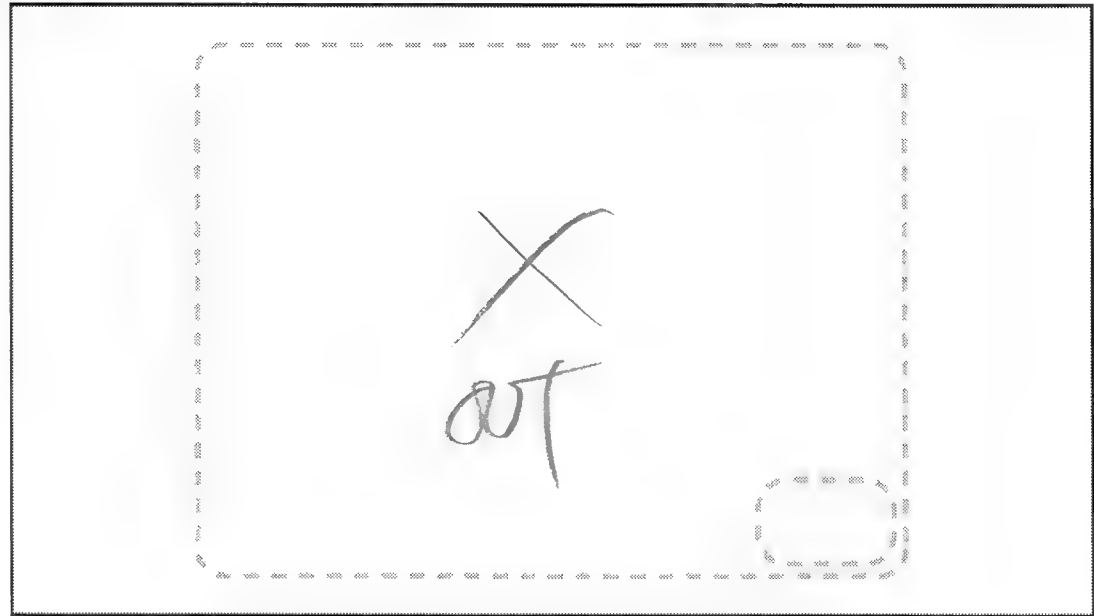


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Sc. 71 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (PB): Yeah well, maybe he should unblizz it then. (2)

Action: (3): PB looks away in annoyance.



Timing:

EPISODE #

1034-209

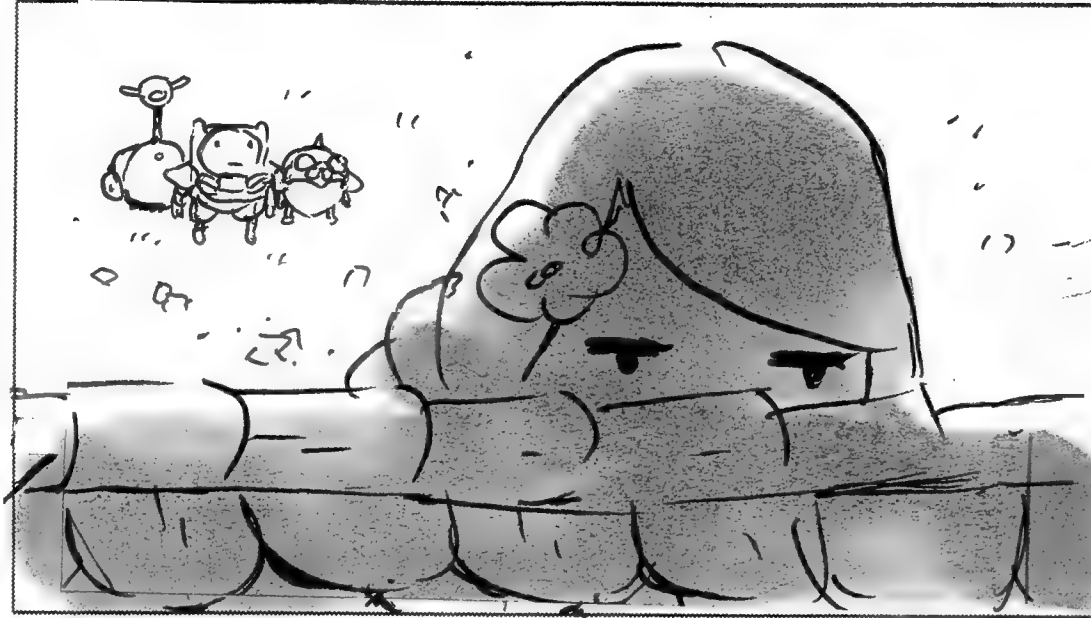
Production :

ADVENTURE TIME

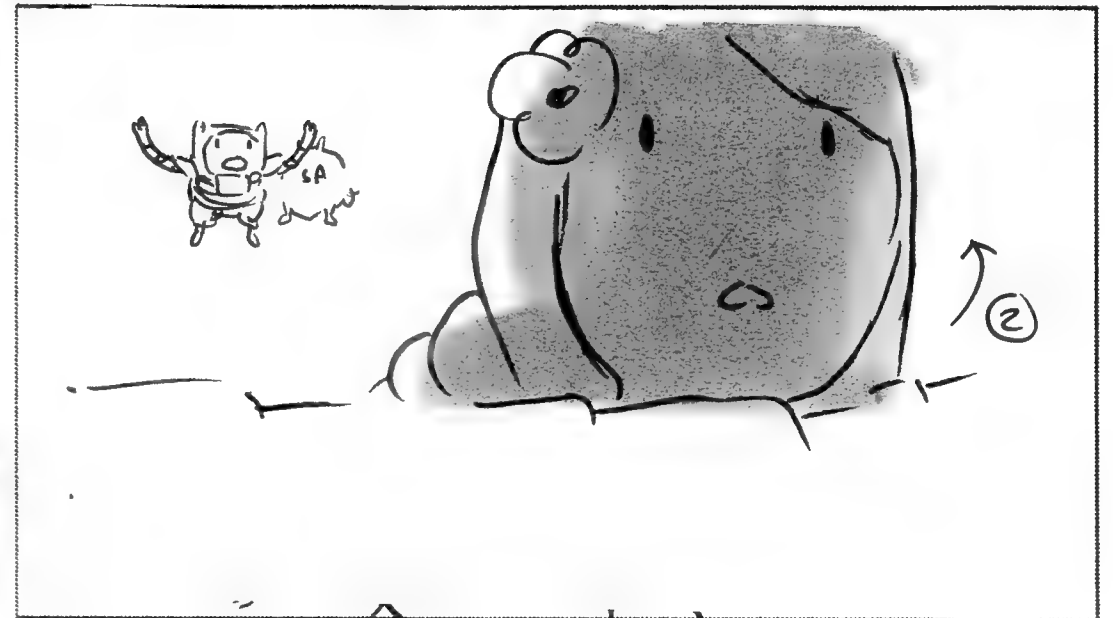


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Sc. 72 Pnl. A Bg. day night



Sc. 72 Pnl. B Bg. day night



Dialog:	(PB) (annoyed to self) why do I always gotta unblizz everything.	① (F:) But PRincess, theres, - there's a dragon- and he took the juice	①
Action:		② (PB) gasp =	
Timing:			

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EPISODE #

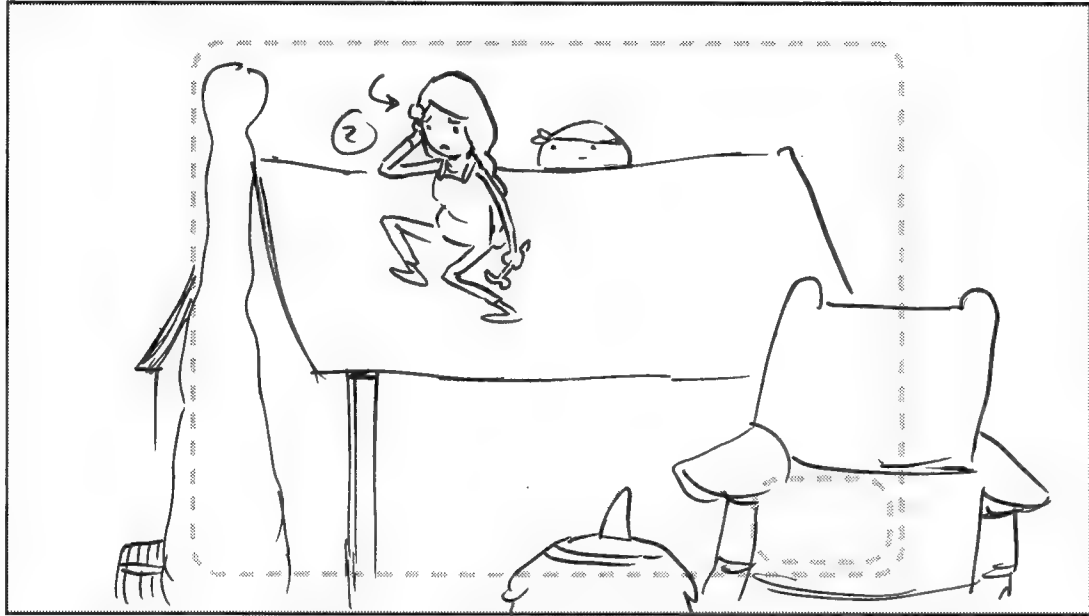
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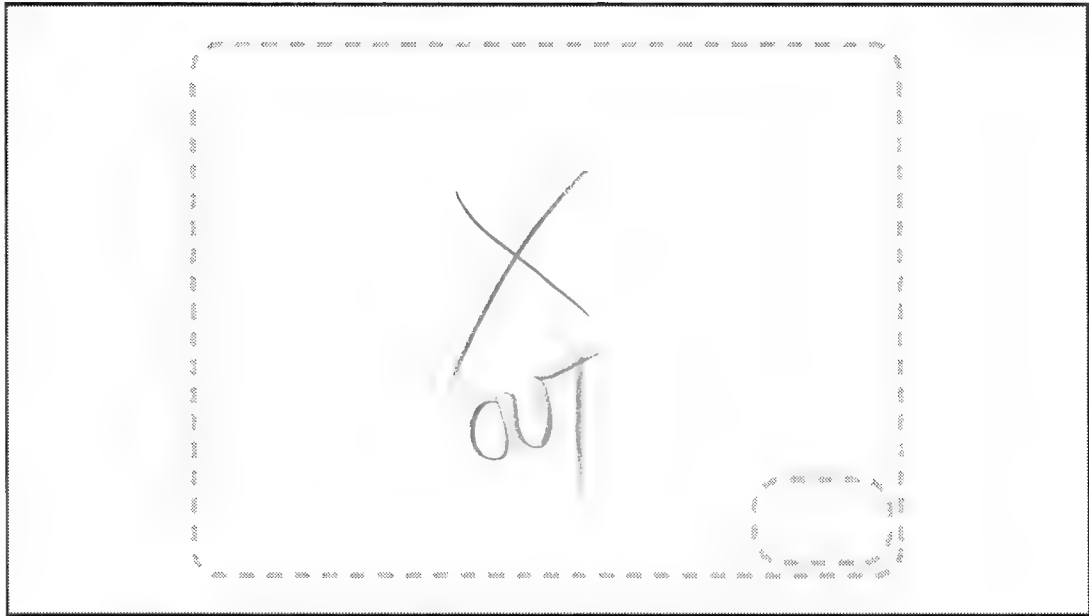
ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (pp:) ② Oh no... this is all my fault...
③ *SIGH* Neddy...

Action:

Timing:

EPISODE #

Production :

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day night



(FINN) (5) Princess?

- PB rolls off roof and lands gracefully, starts walking around cabin.

Production :

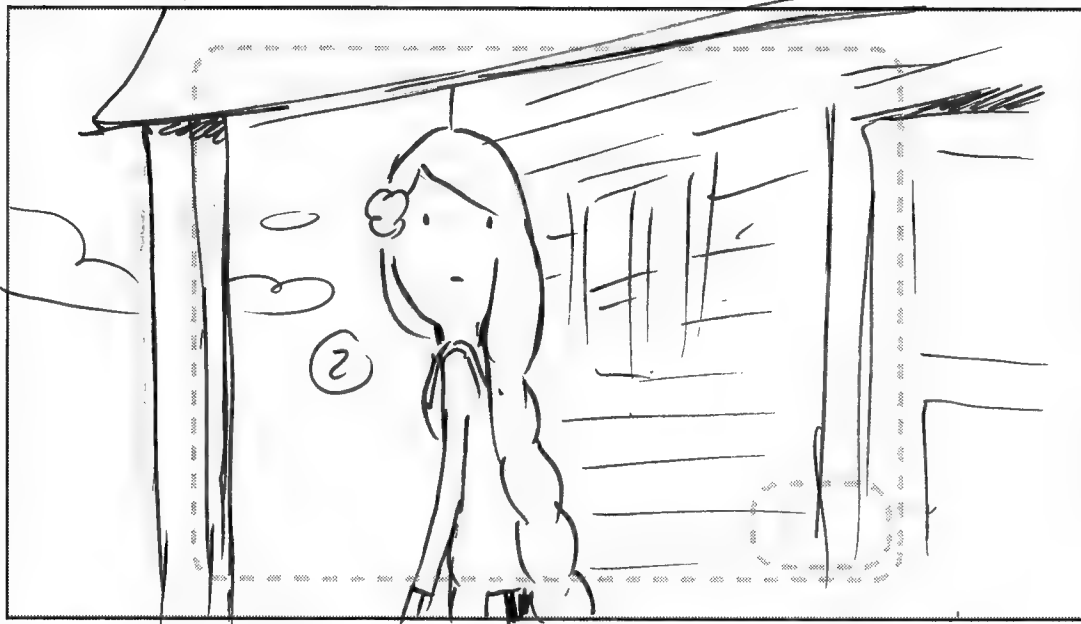
1034-209

ADVENTURE TIME

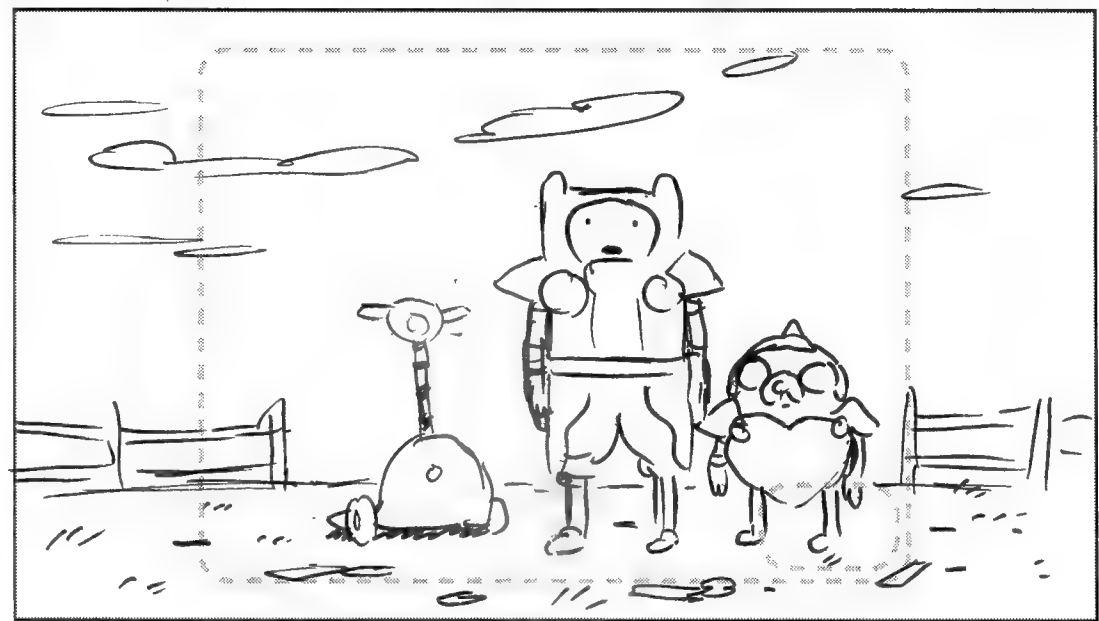


Page 91

Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog: FINN OS Princess?

Action: - PB hears Finn and looks back.

Timing:



(F:) What is it?

EPISODE #

Production :

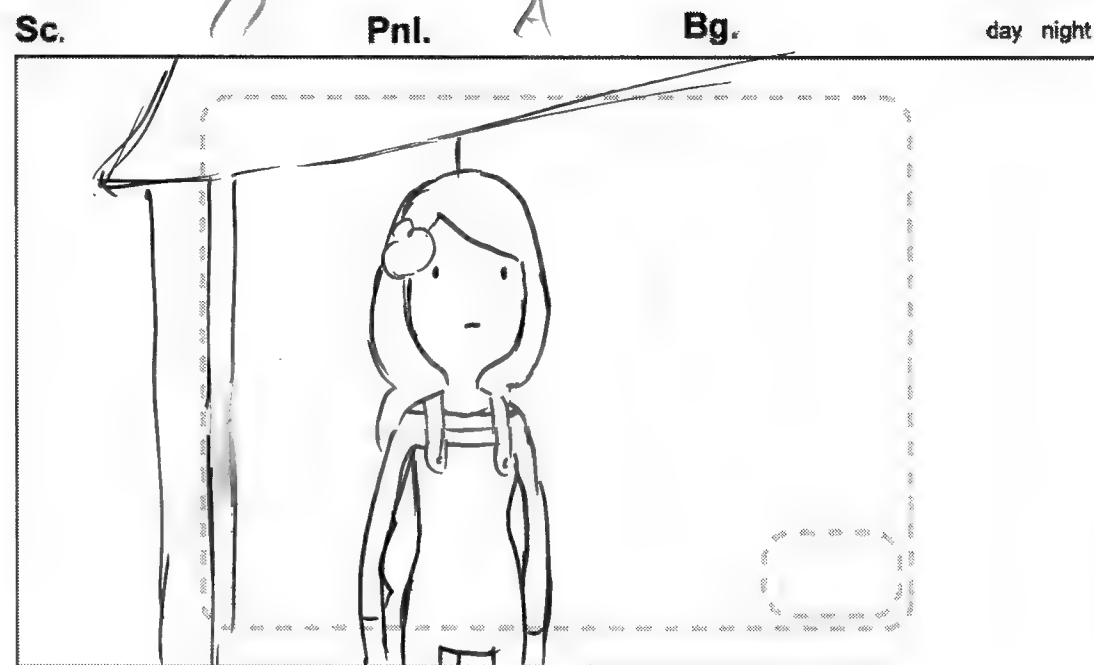
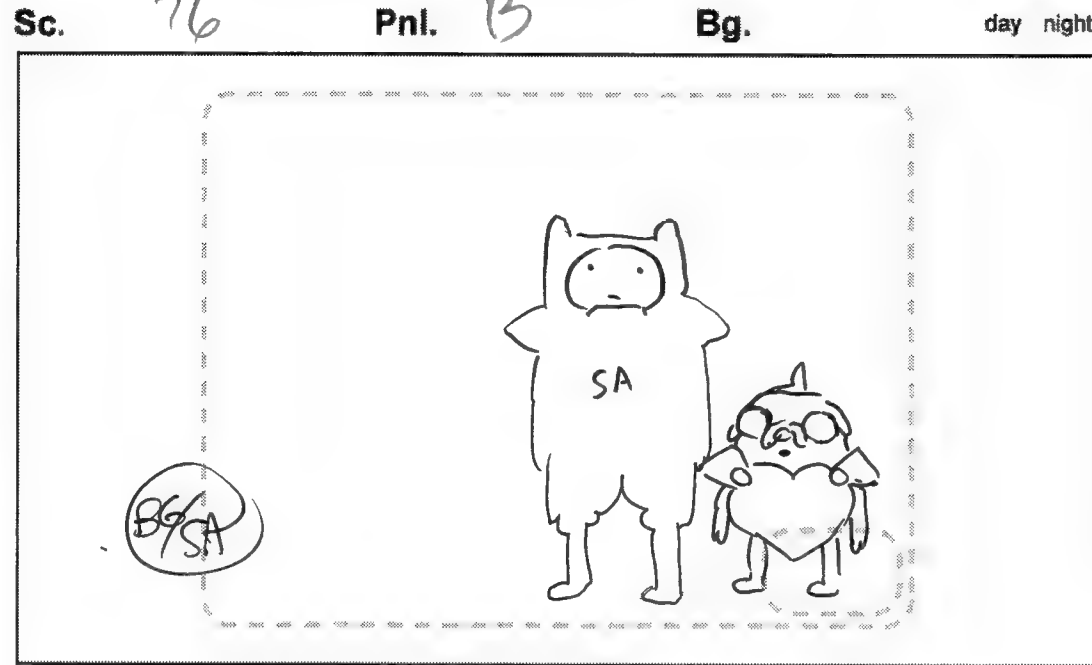
1034-209

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ADVENTURE TIME



Page 92



Dialog: JAKE Yeah what's going on?

Action:

Timing:

EPISODE #

Production :

1034-209

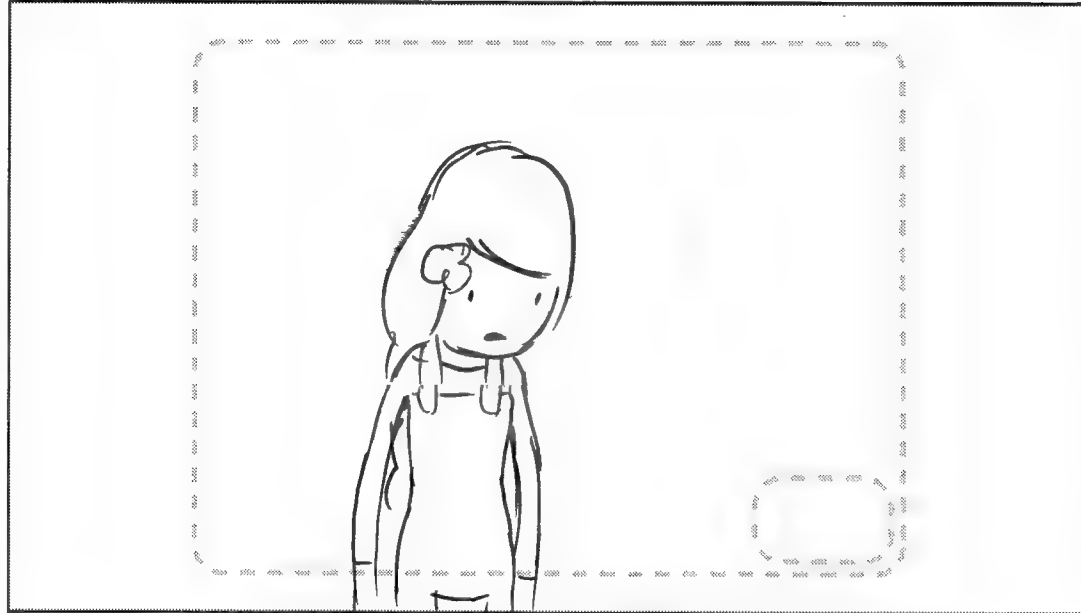
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ADVENTURE TIME



Page 93

Sc. 77 Pnl. B Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

(PB) * SIGH * ... that dragon you saw...

Action:

Timing:

EPISODE #

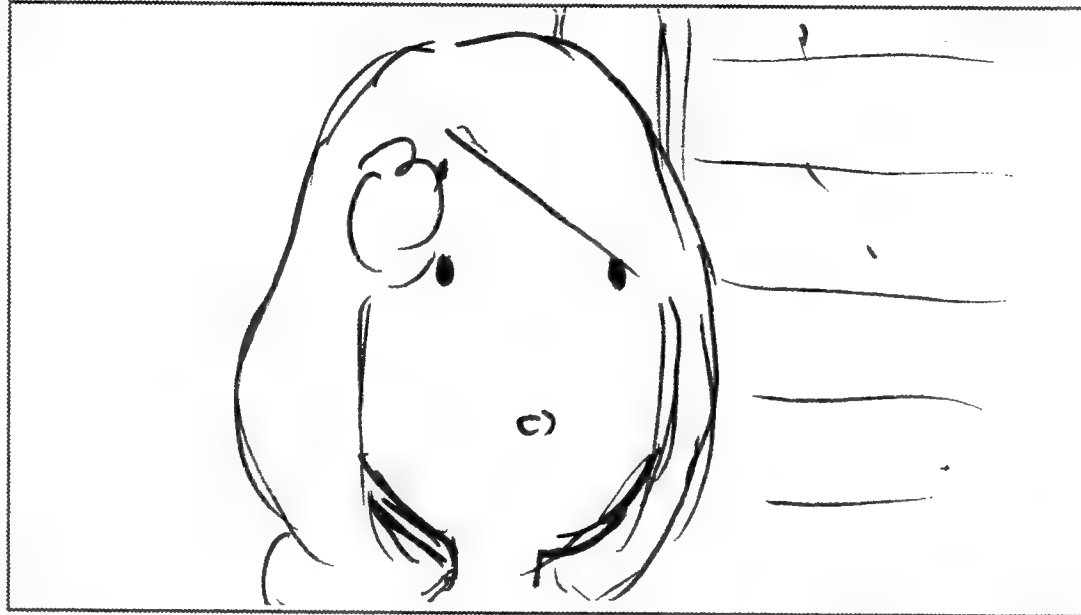
Production :

1034-209

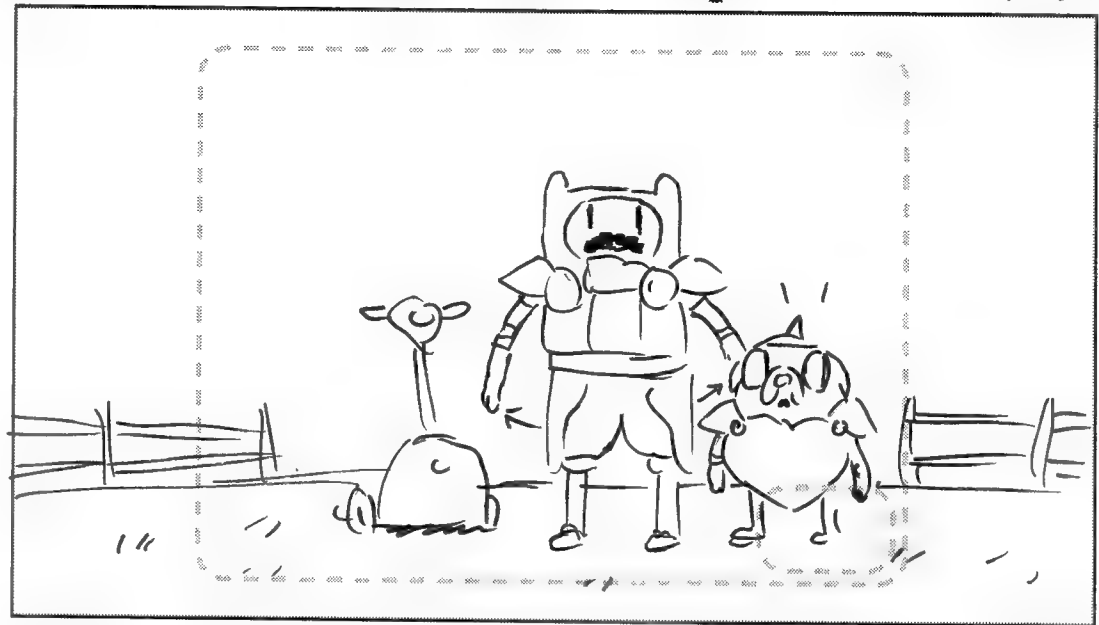
ADVENTURE TIME



Sc. 78 Pnl. B Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

(PB): He's my
brother...
Neddy.

Action:

(1) (J): *GASP*!

Timing:

(2) (F): [AUTOTUNE]



EPISODE #

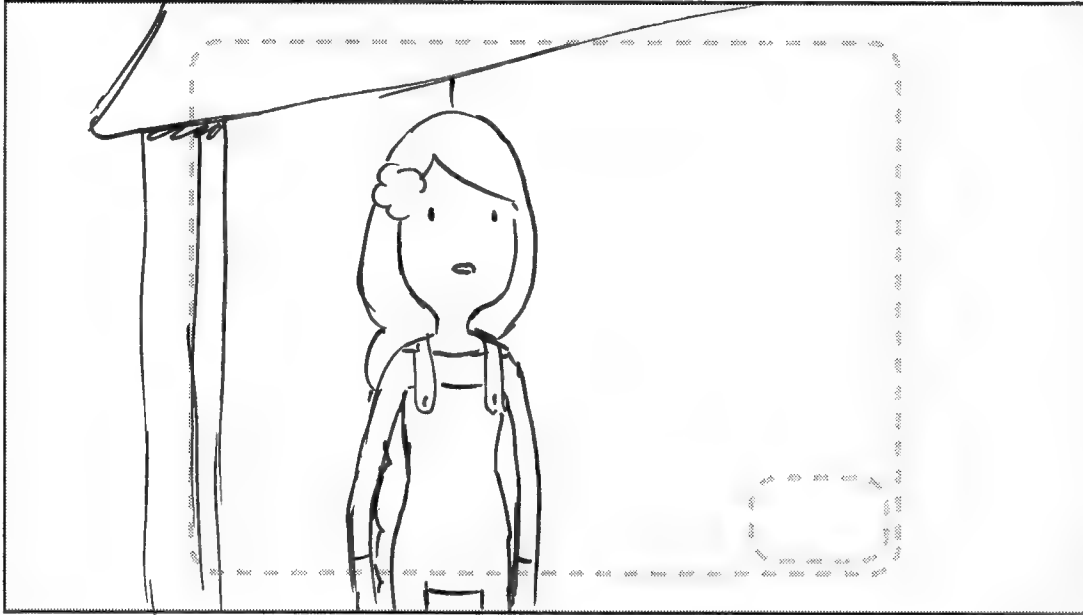
1034-209

Production :

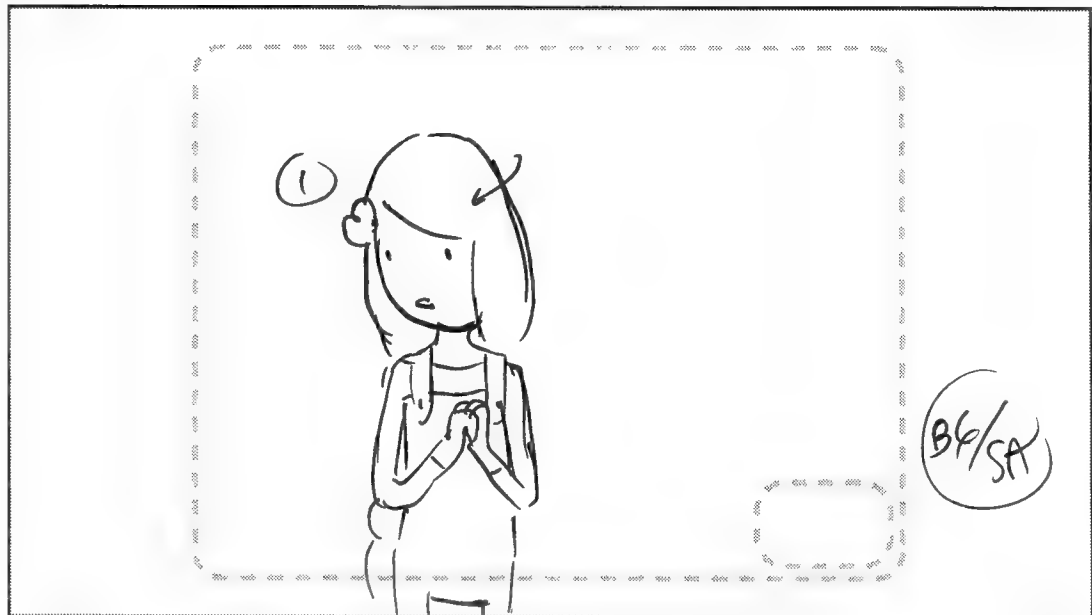
ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog: (PB) We spawned together from the mothergum.

Action:

hook up w/
steve?

Timing:

→ and now I'm all he hrs... (2)



EPISODE #

Production :

1034-209

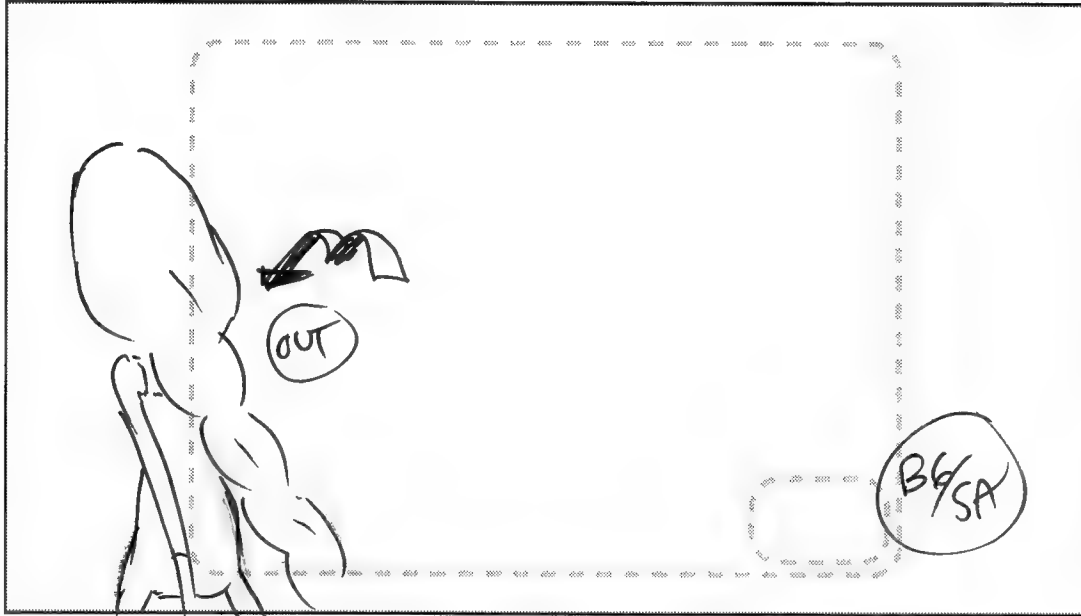
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ADVENTURE TIME

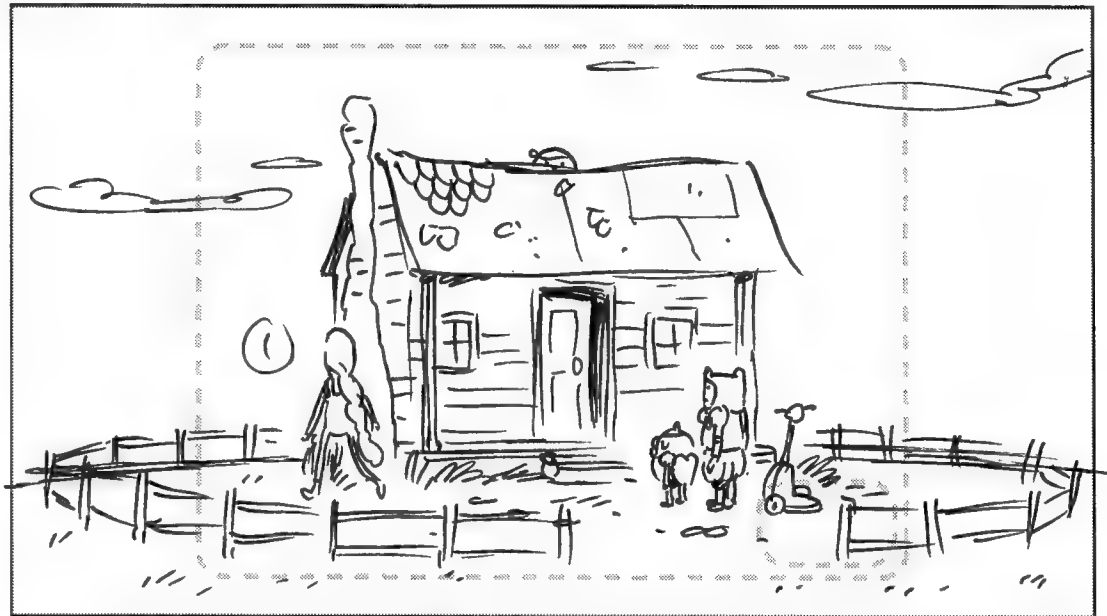


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Sc. 80 Pnl. C Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

Action:

- PB walks around cabin.

Timing:



EPISODE #

1034-209

Production :

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ADVENTURE TIME



Page 97

Sc. 81 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

- Finn runs after PB
- Jake waddles slowly (armor is to heavy/cumbersome)

Timing:

EPISODE #

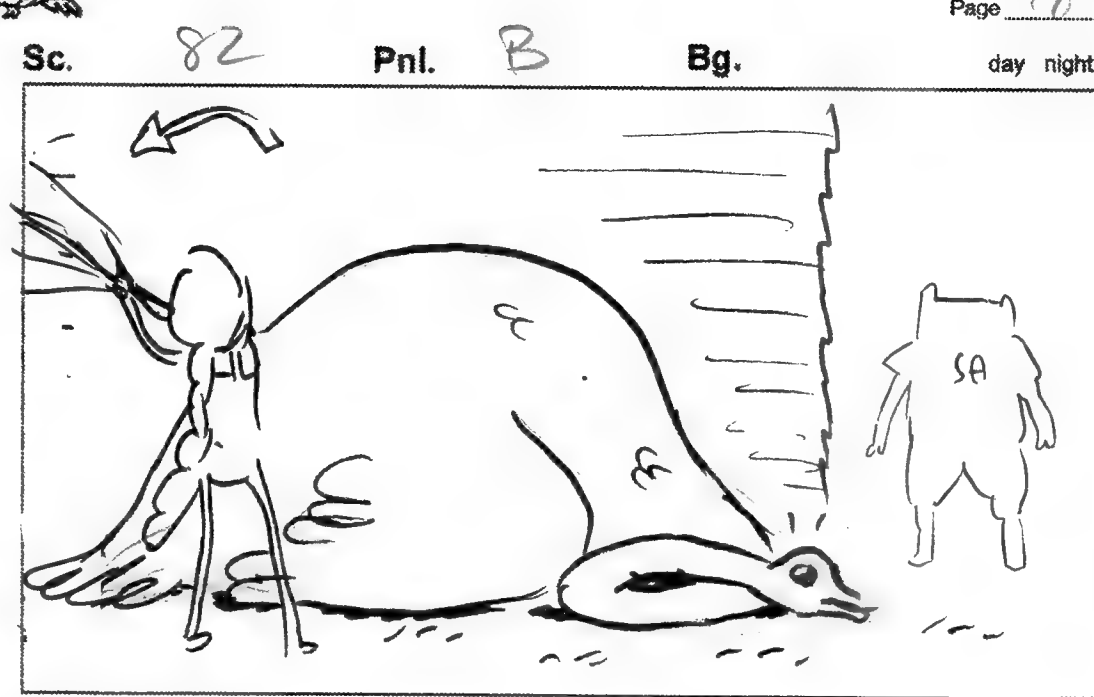
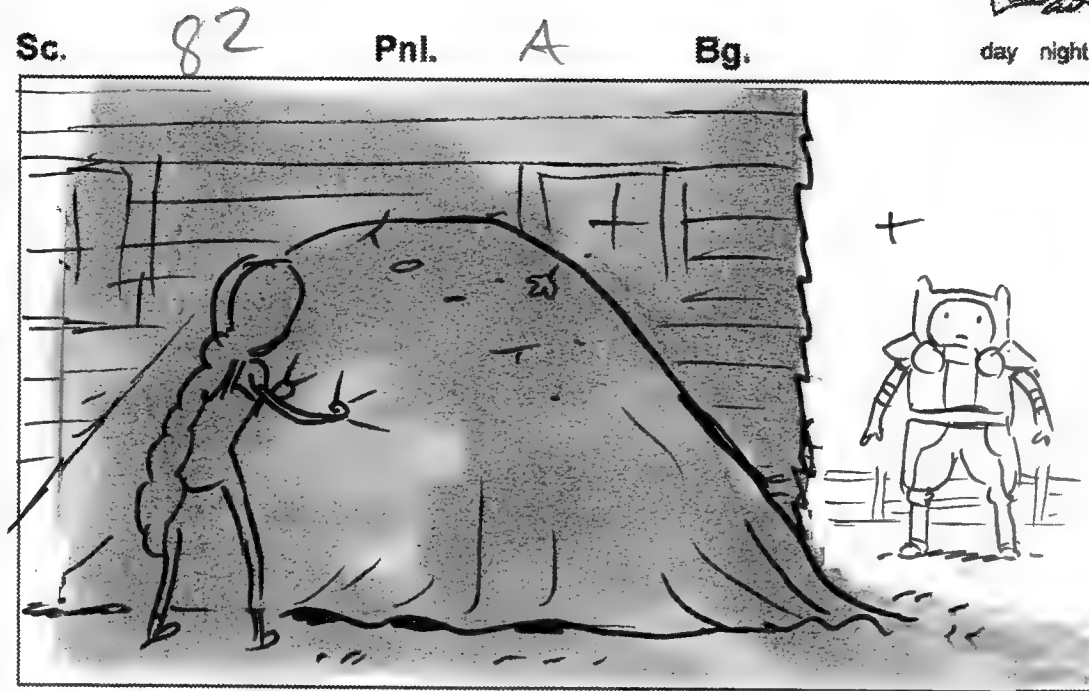
Production :

1034-209

ADVENTURE TIME



Page 98



Dialog:	
Action:	- Finn runs in.
Timing:	

① +
② IN

② +
③ +

①

- PB pulls tarp off Swon, awakening it

EPISODE # 1034-209

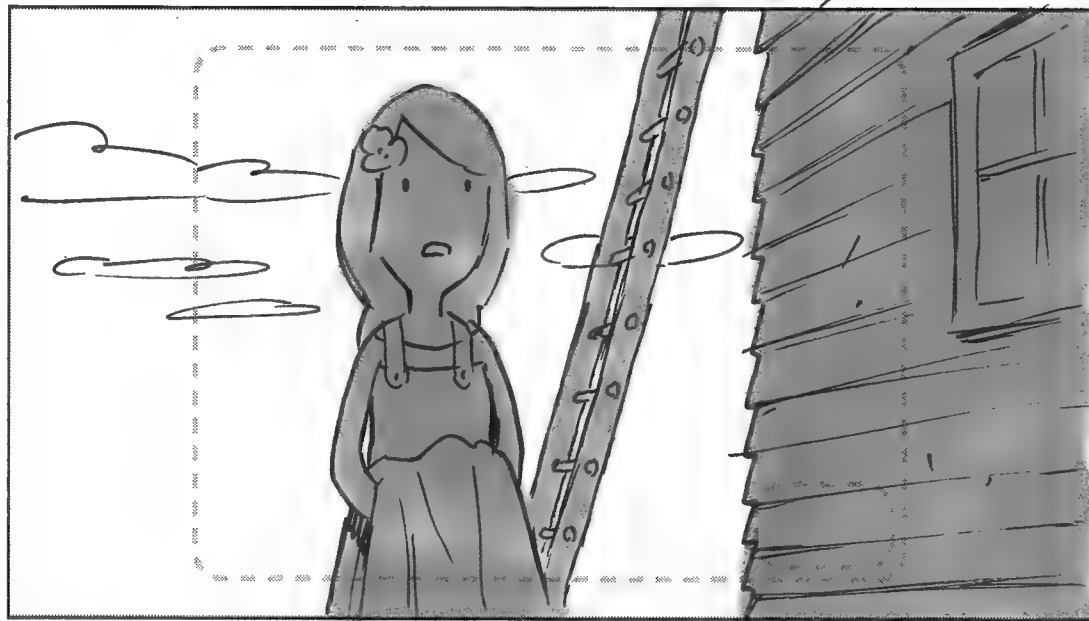
Production :

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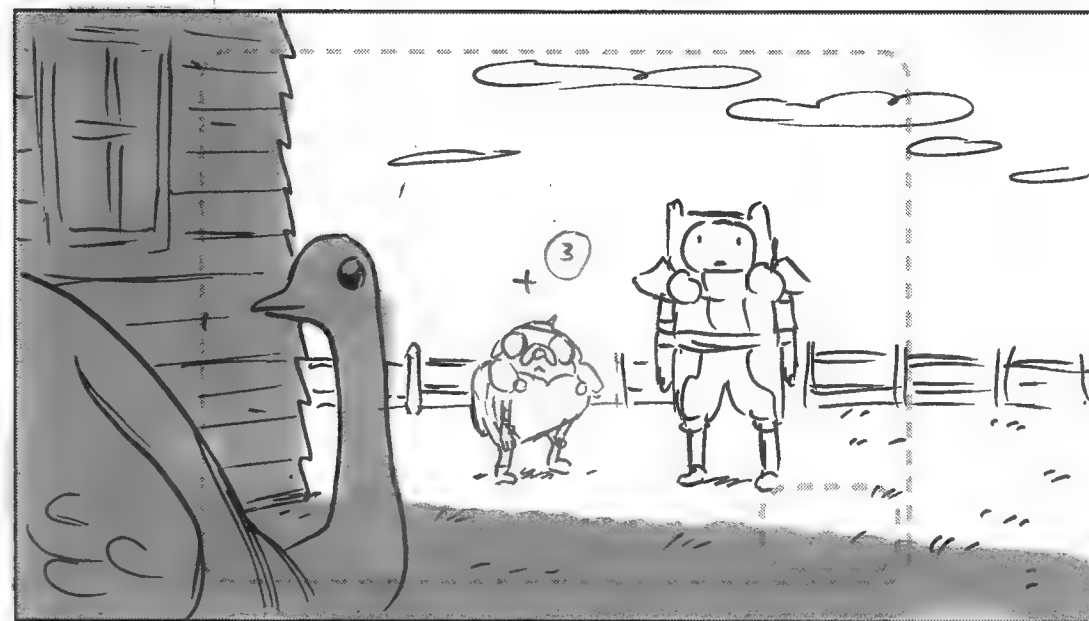
ADVENTURE TIME





Sc. 83 Pnl. A Bg. day night



Sc. 84 Pnl. 1 Bg. day night



Dialog:	(PB) Neddy's very sensitive. It's not safe for him out there.	(PB) (OS) He needs my help... and I'll need yours.
Action:		(TAKE) *out of breath*  + (1)  + (2)
Timing:		- Jake arrives, out of breath. (waddles due to heavy armor.)

EPISODE #

Production :

1034-209



Sc.	Pnl.	Bg.	day	night
<p>WIPE</p>				

Sc.	Pnl.	Bg.	day	night
<p>X OUT</p>				

Dialog:
Action:
Timing:

Production :
EPISODE #
1034-209

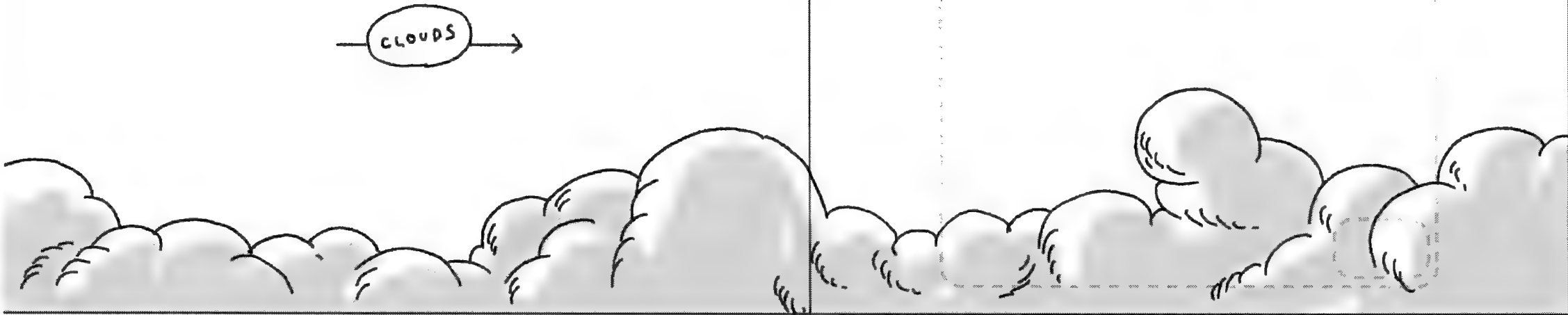
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ADVENTURE TIME



Page 101

Sc. 85 Pnl. A Bg. day night



Dialog:

Action:

A SWEET PINKY SUNSET.

Timing:

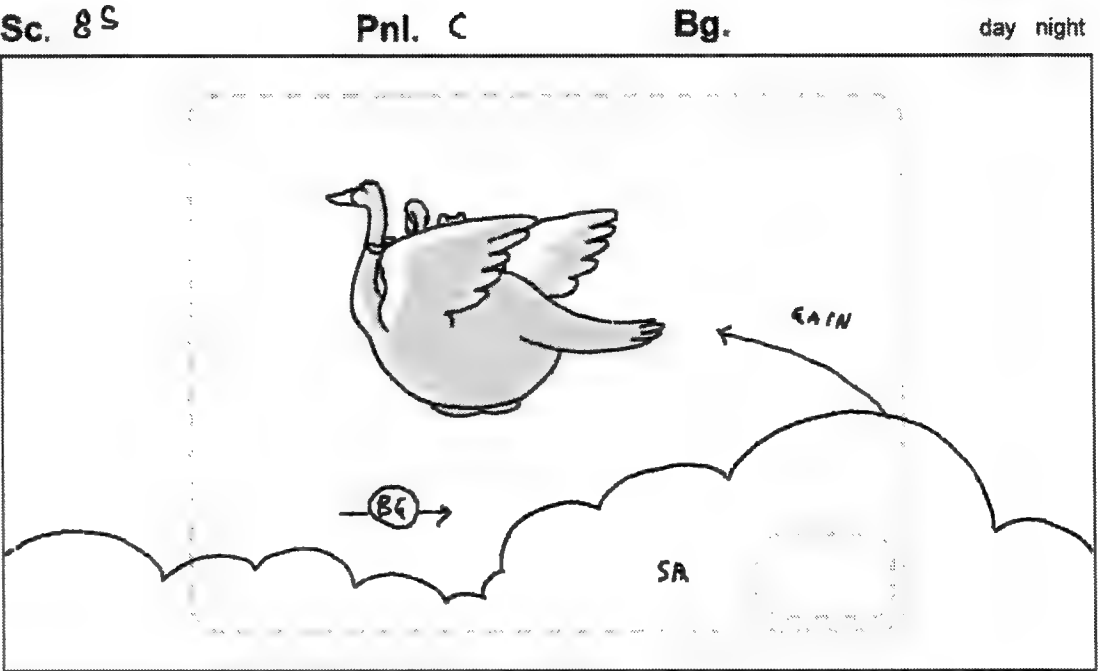
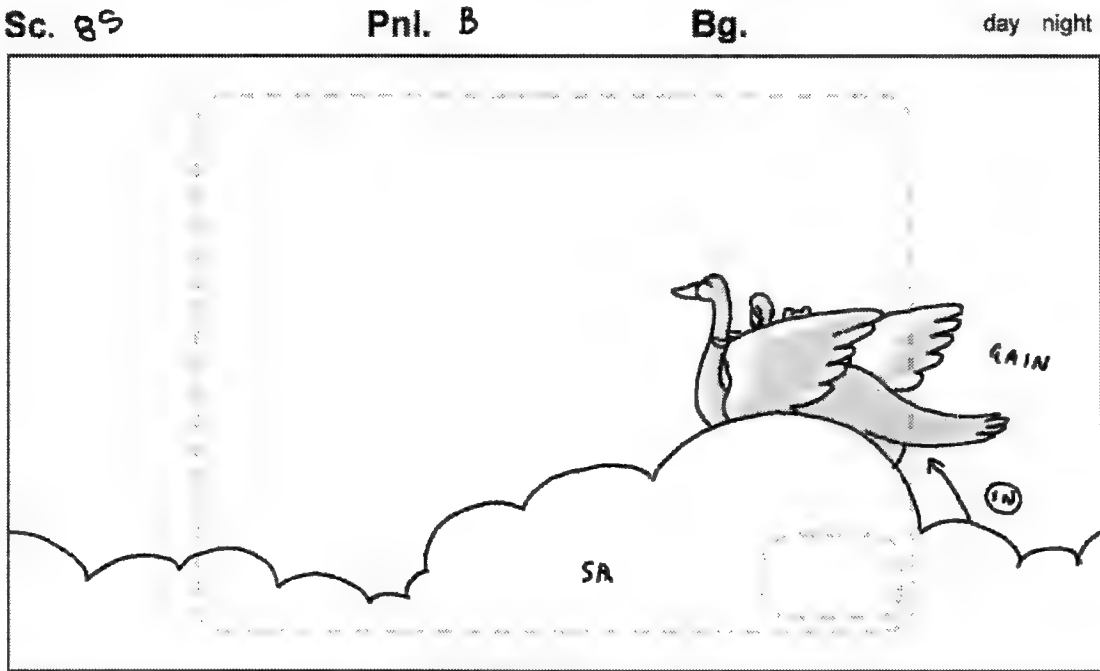
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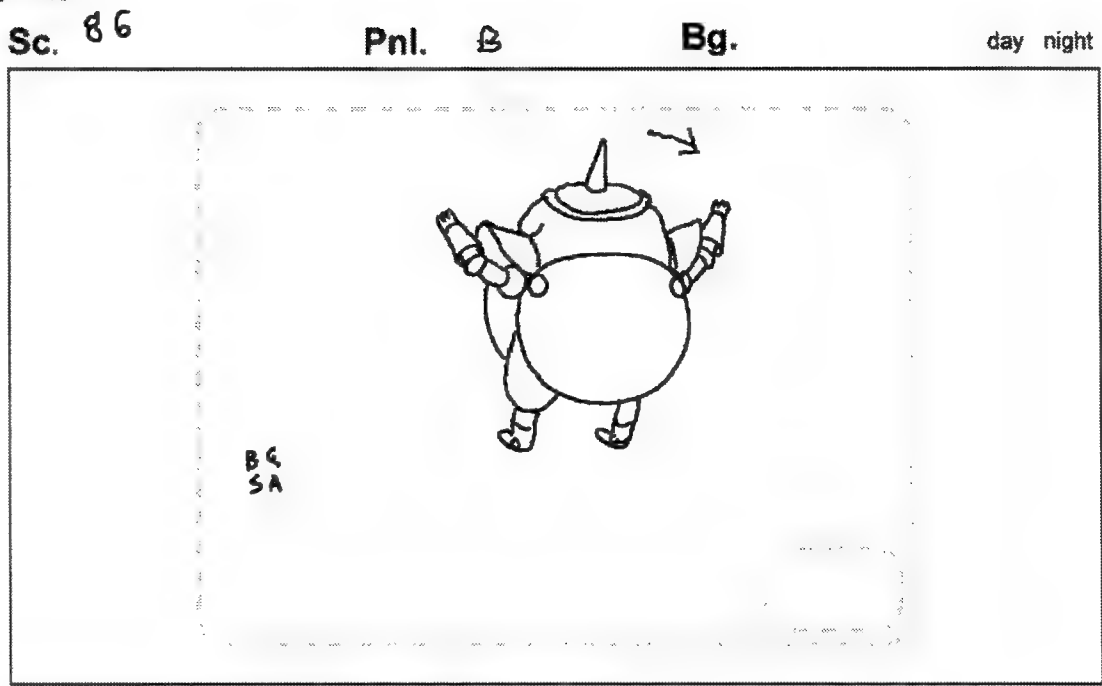
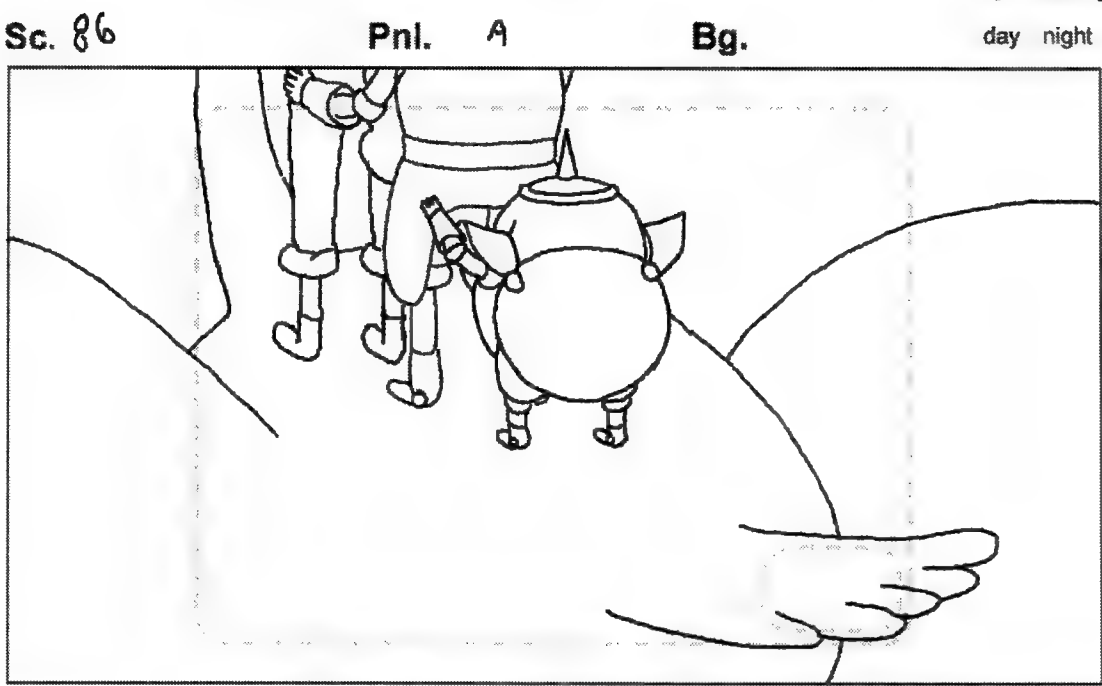
ADVENTURE TIME



Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing:

SLOWLY TILTS BACKWARDS.

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ADVENTURE TIME

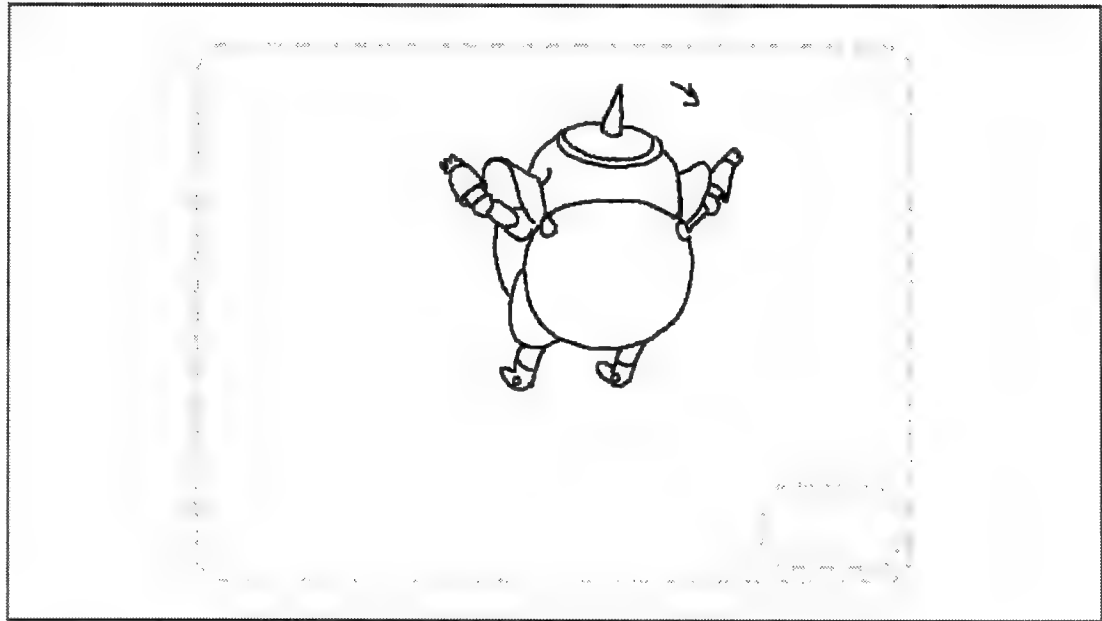


Sc. 86

Pnl. c

Bg.

day night

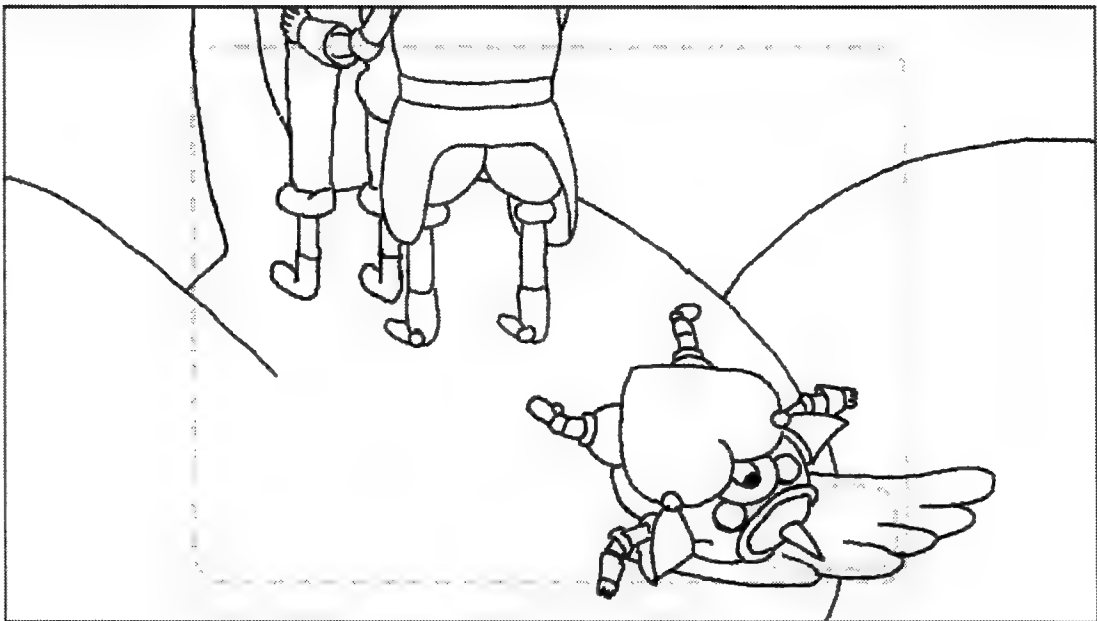


Sc. 86

Pnl. D

Bg.

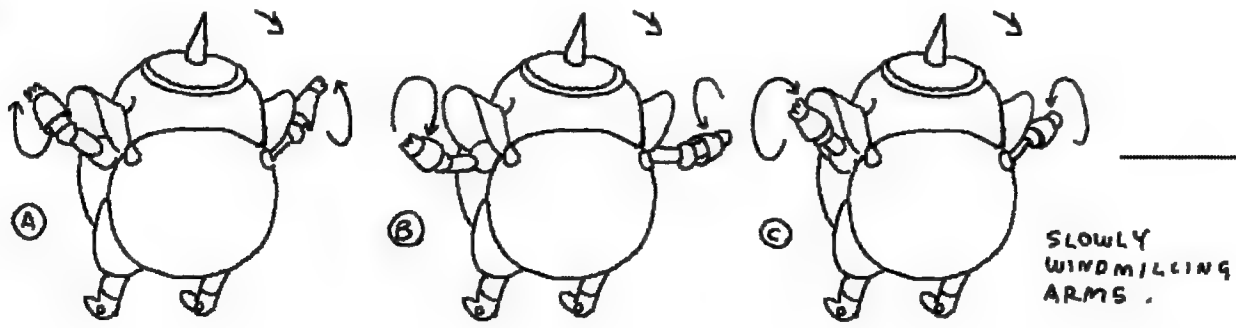
day night



Dialog:

① WUH OH.
(ALT) STIFF ARMOR
(MATTER OF FACTLY)

Action:



EPISODE # 1034-209
Production :

ADVENTURE TIME

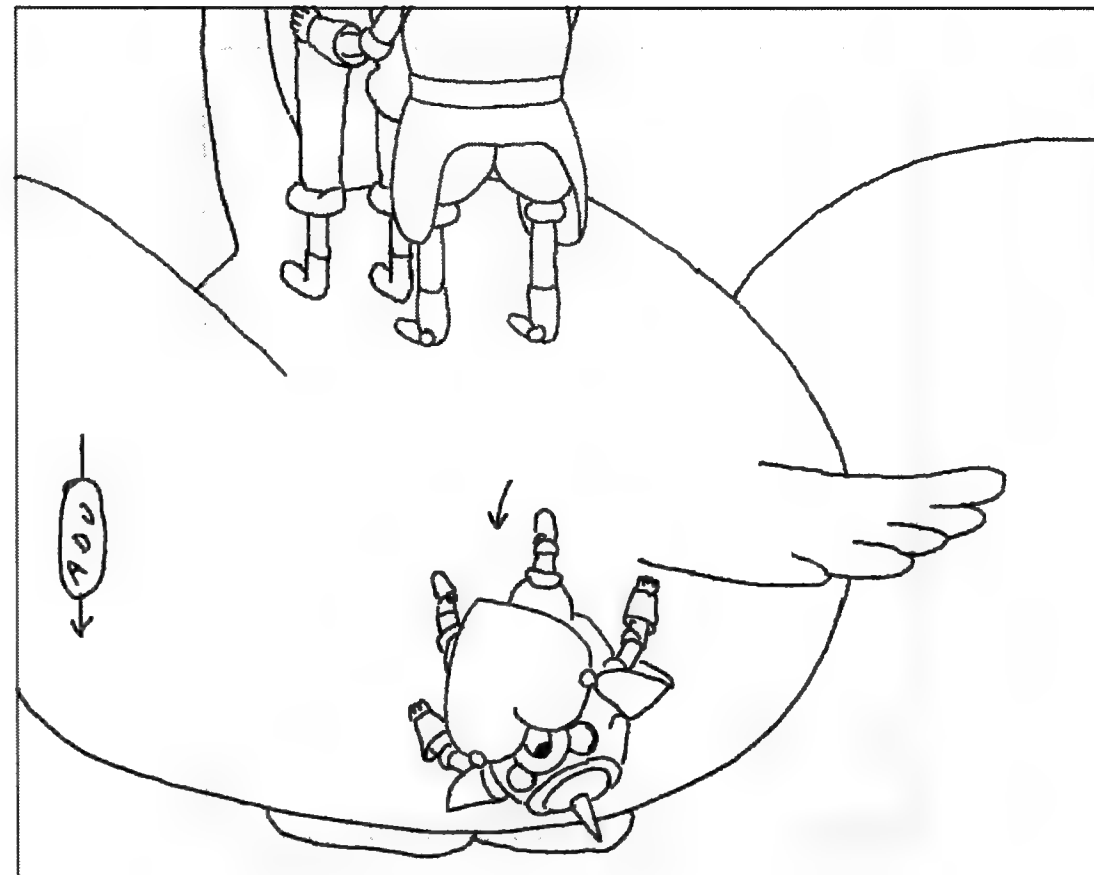
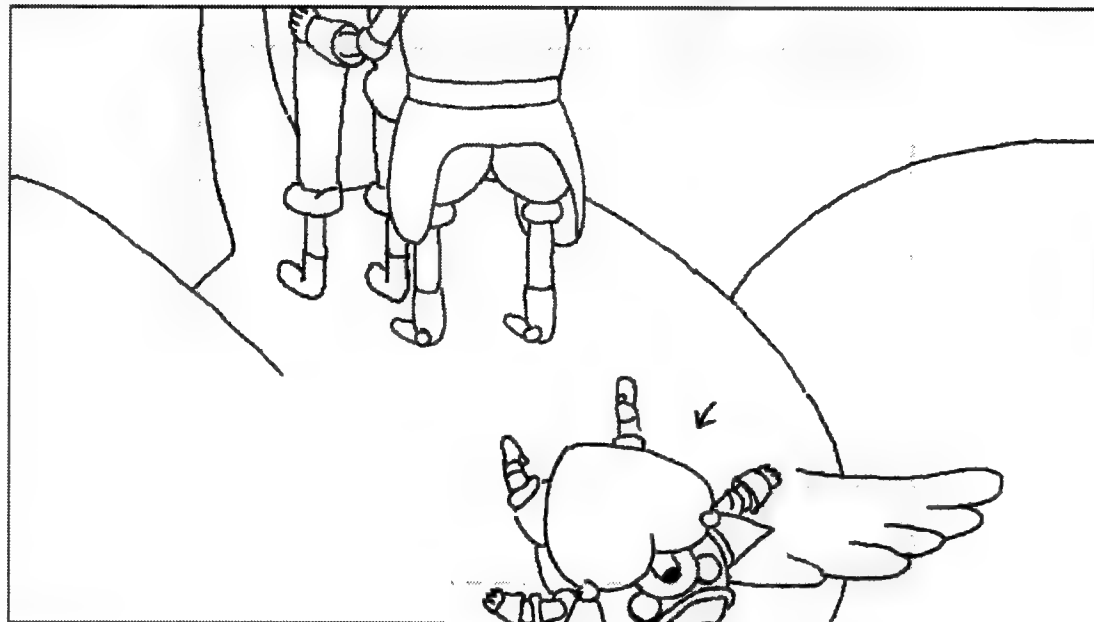


Sc. 86

Pnl. D

Bg.

day night



Dialog:

① (SPOKEN
NOT
YELLED)

AAAH.

Action:

CONTINUOUS MOVEMENT
NO STOPPING.

SLOWS TO A STOP.

Timing:

Page 106

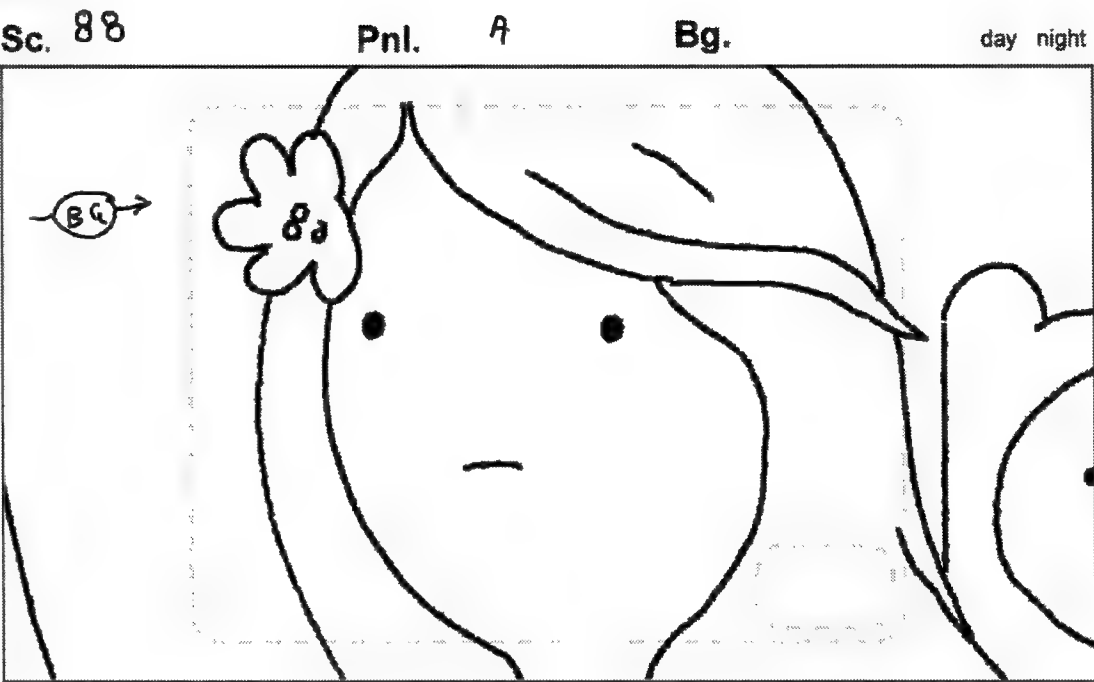
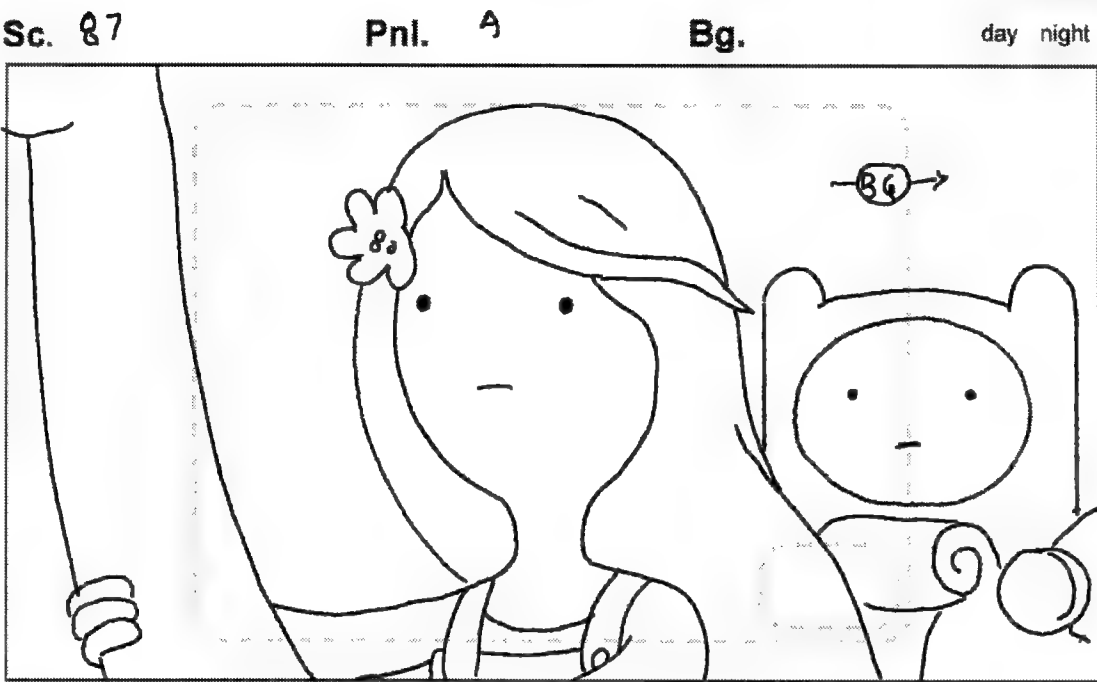
SC
86
Pnl
E

EPISODE #
1034-209

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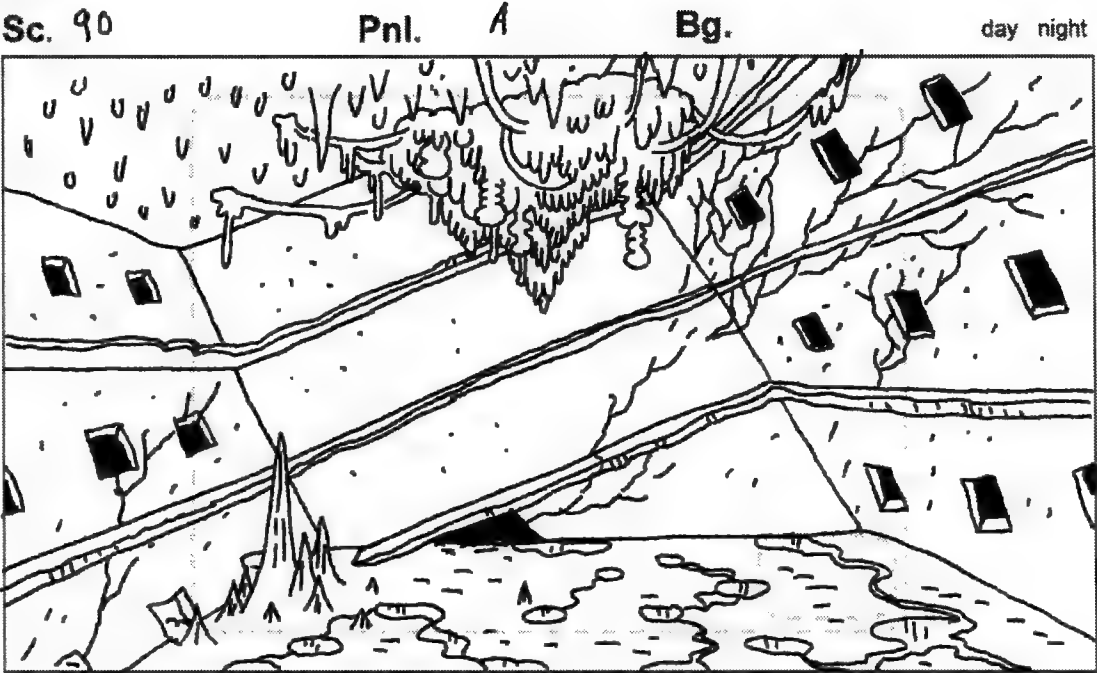
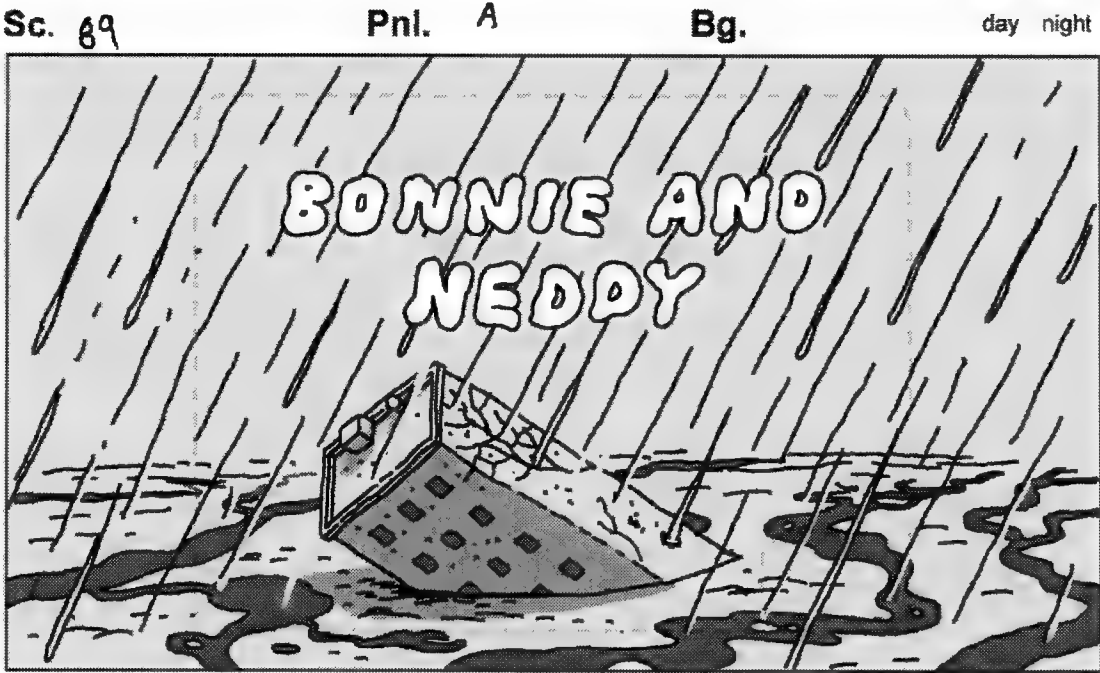
ADVENTURE TIME



Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:	(SFX) / RAIN FALLING
Action:	-PINK GUM LETTERING , ON GREY RAINY BG. -RAINING , BUT <u>NOT</u> POURING.
Timing:	

Production :
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ADVENTURE TIME

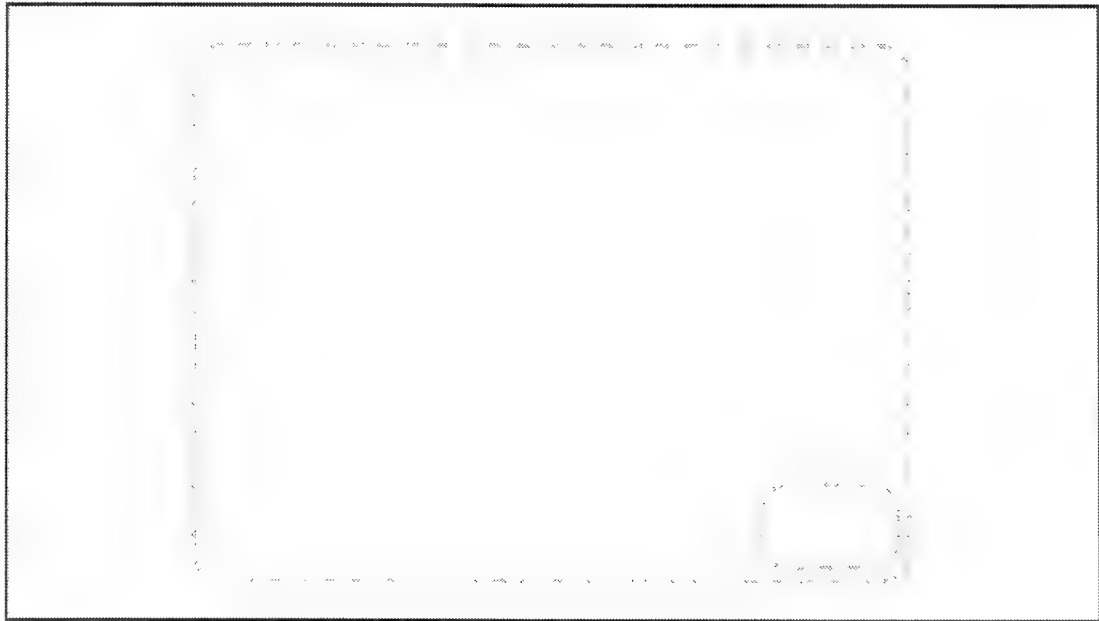


Sc. 91

Pnl. A

Bg.

day night

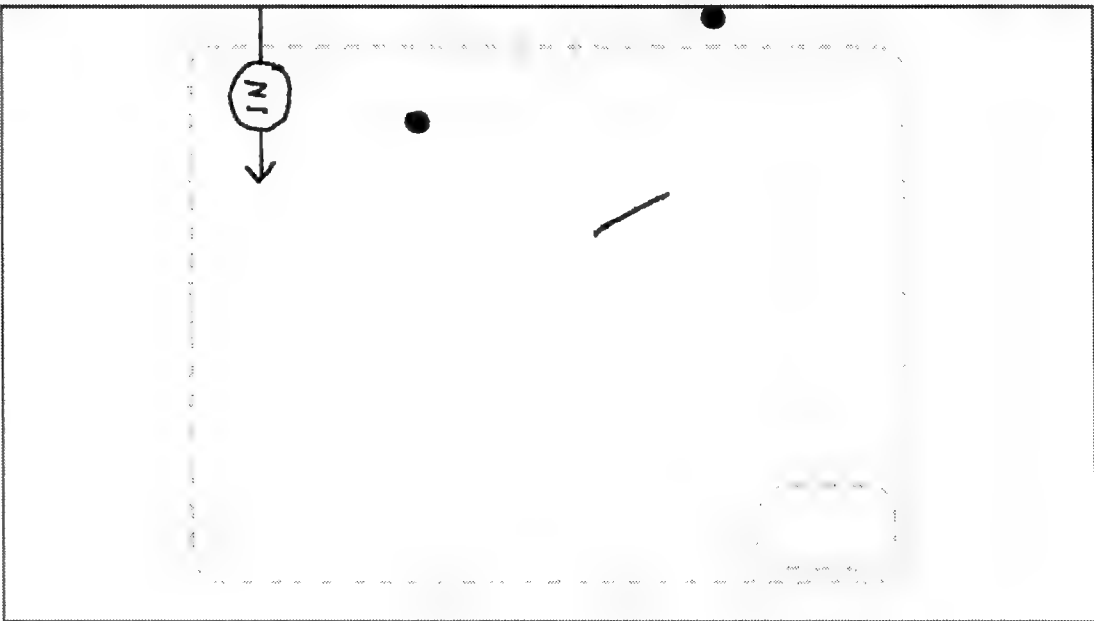


Sc. 91

Pnl. B

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

≡ ALL PINK ≡

Timing:

Production :

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ADVENTURE TIME



Sc. 91

Pnl. c

Bg.

day night

Sc. 91

Pnl. D

Bg.

day night

Dialog:	(SFX) / RAIN FALLING
Action:	
Timing:	

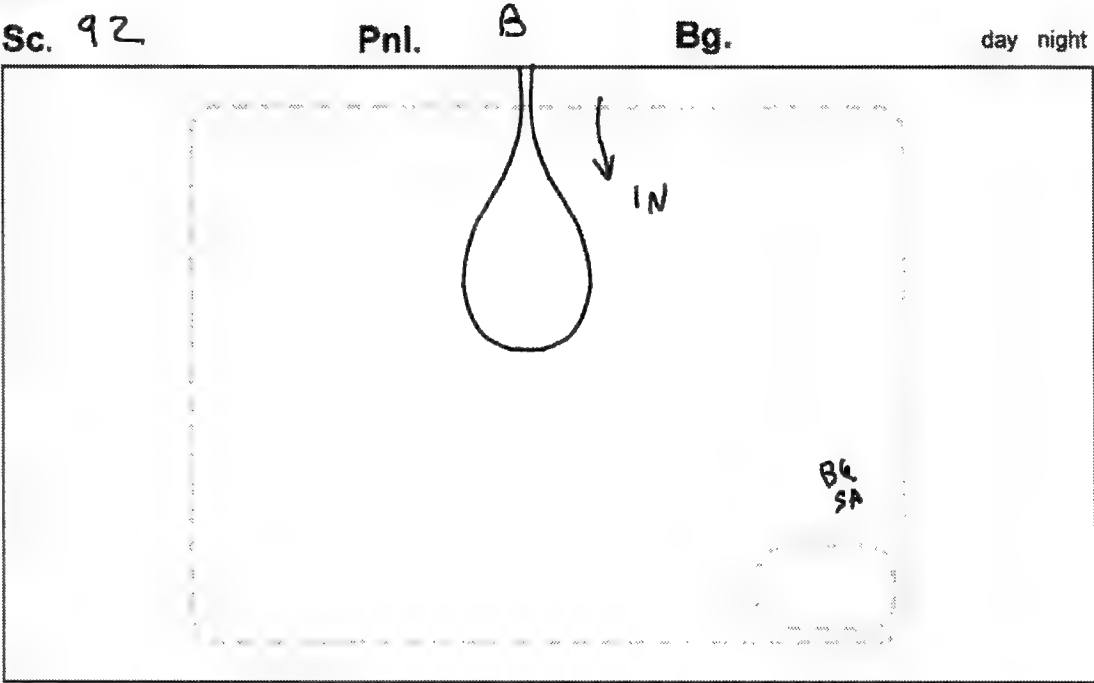
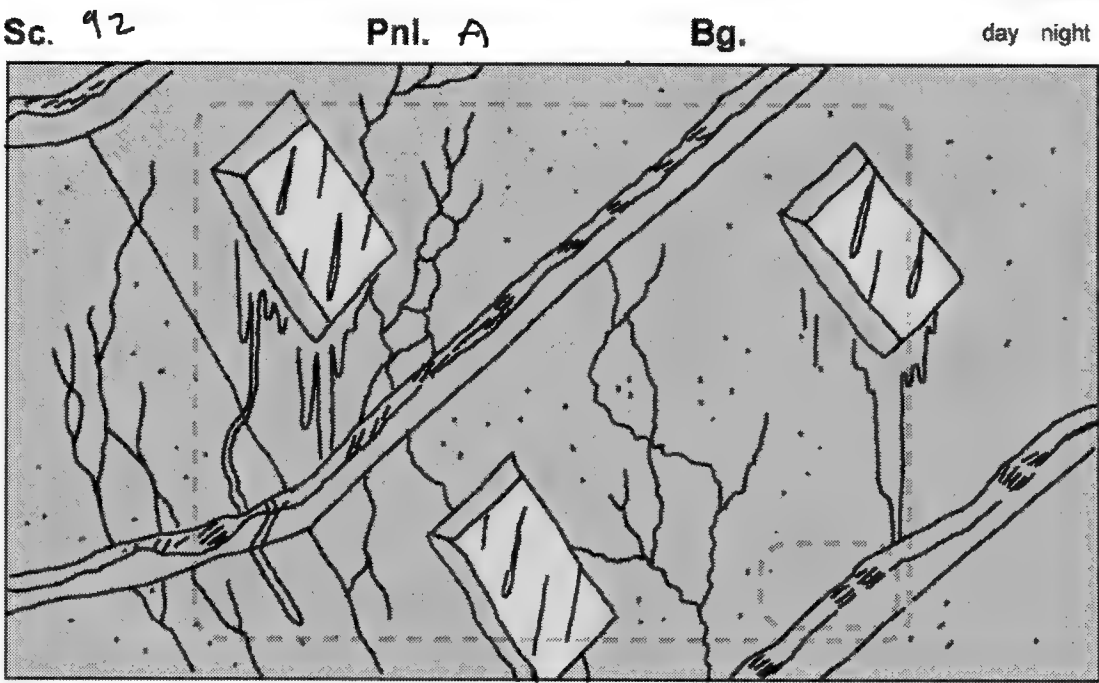
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ADVENTURE TIME



Dialog:	(SFX) / RAIN FALLING
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Sc. 92

Pnl. C

Bg.

day night

Sc. 92

Pnl. D

Bg.

day night

Dialog:	(SFX) / RAIN FALLING
Action:	HEY WHO'S THAT!
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



Sc. 92 Pnl. E Bg. day night

Sc. 93 Pnl. A Bg. day night

Dialog:	(SFX) / RAIN FALLING
Action:	ZOOM IN OF PREV. WIDE SHOT.
Timing:	

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Production :

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ADVENTURE TIME



Sc. 93 Pnl. 5 Bg. day night

Sc. 94 Pnl. 1 Bg. day night

Dialog:	(SFX) / RAIN FALLING
Action:	RIPPLES.
Timing:	

1034-209

EPISODE #

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ADVENTURE TIME

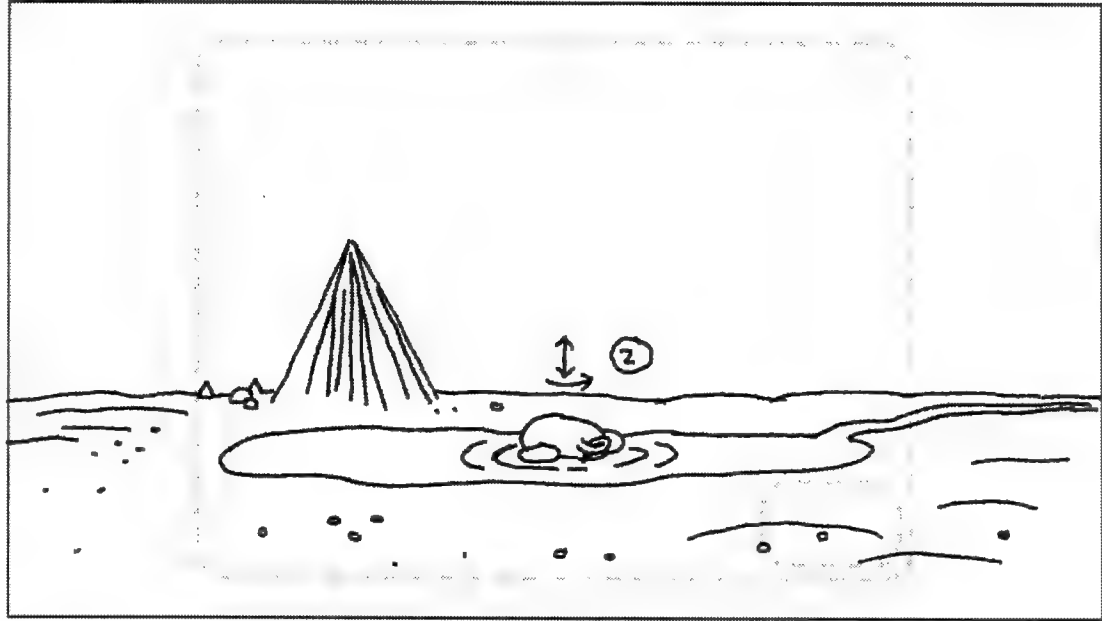


Sc. 94

Pnl. B

Bg.

day night

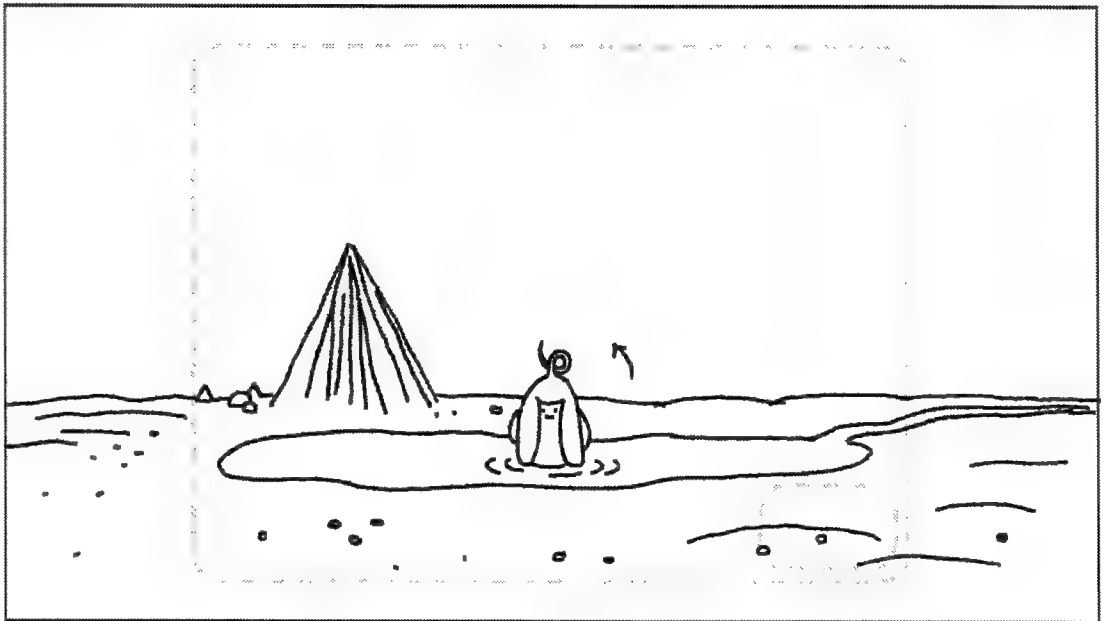


Sc. 94

Pnl. C

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:



TA - DA

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



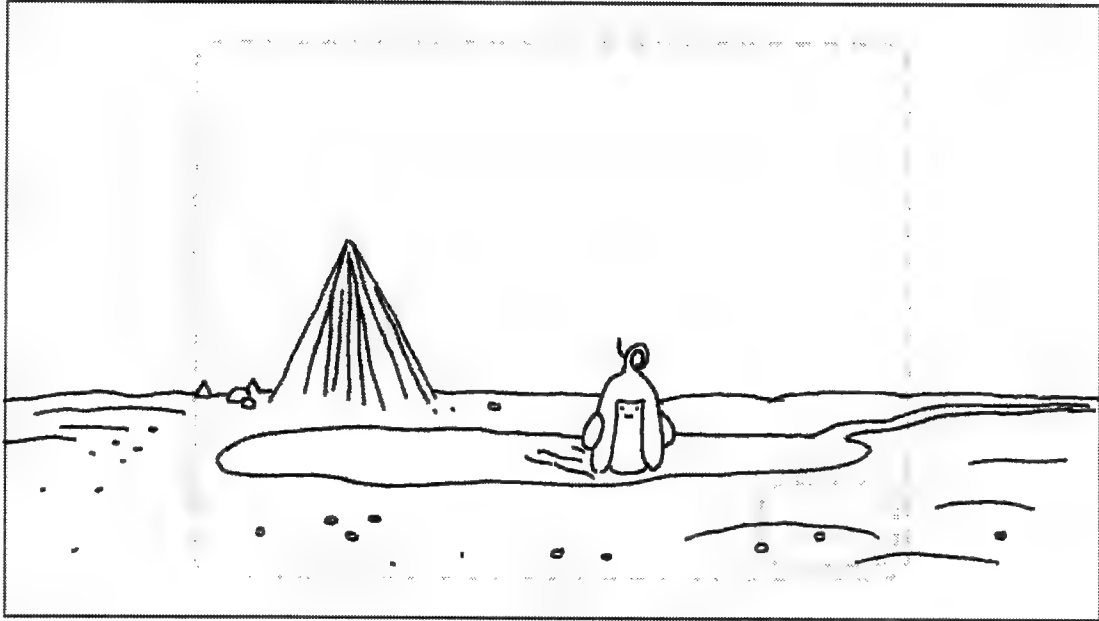
Page 115

Sc. 94

Pnl. P

Bg.

day night

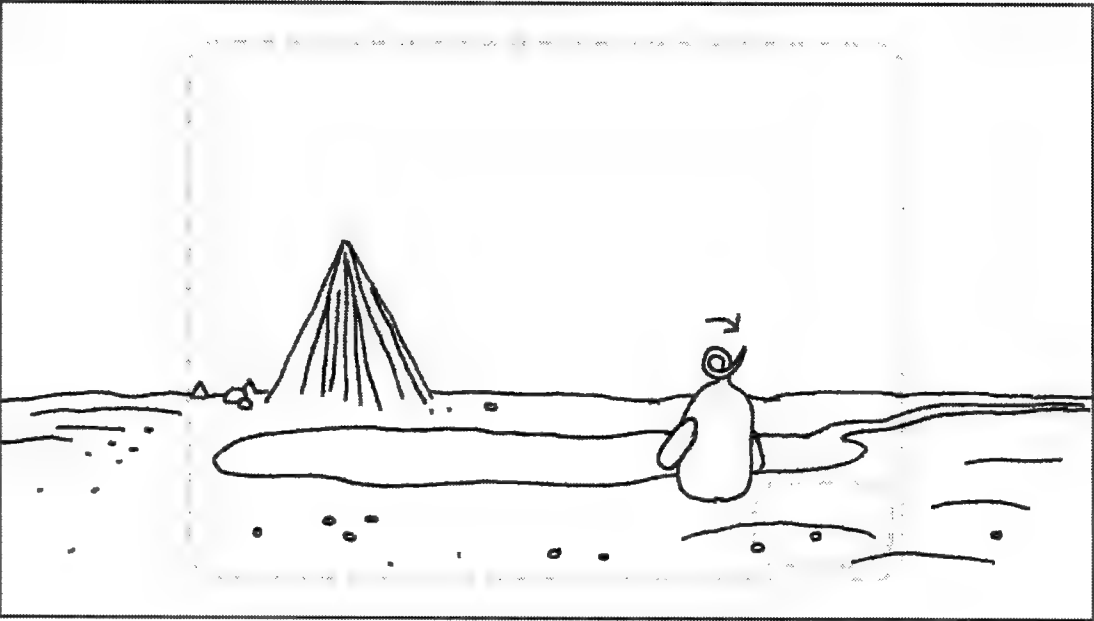


Sc. 94

Pnl. E

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

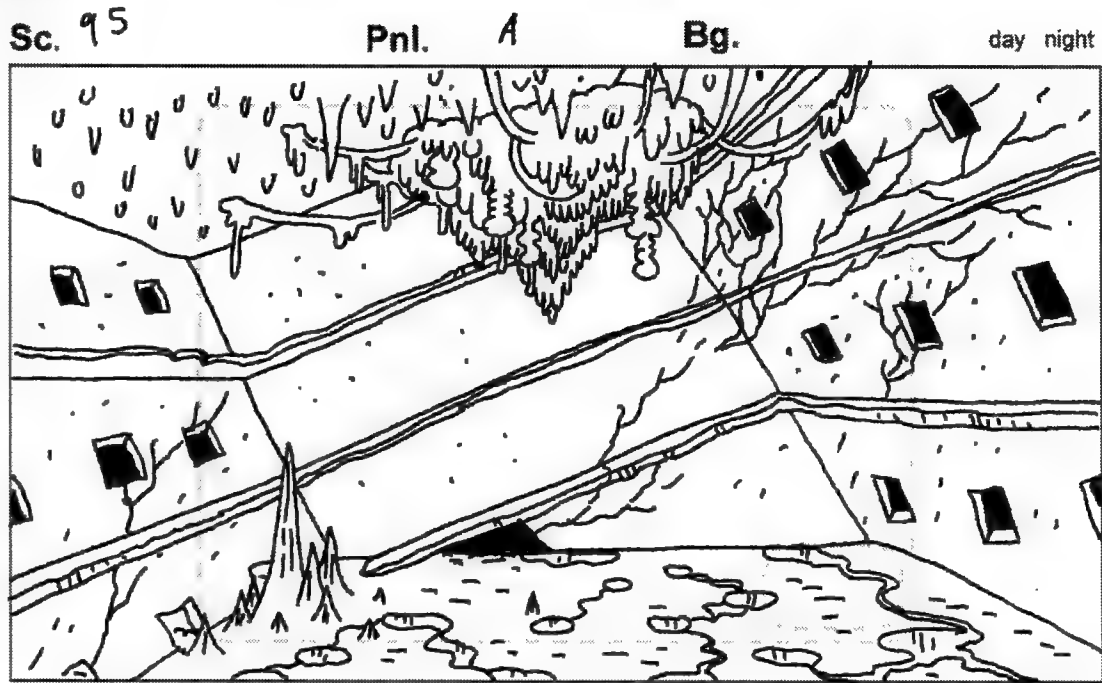
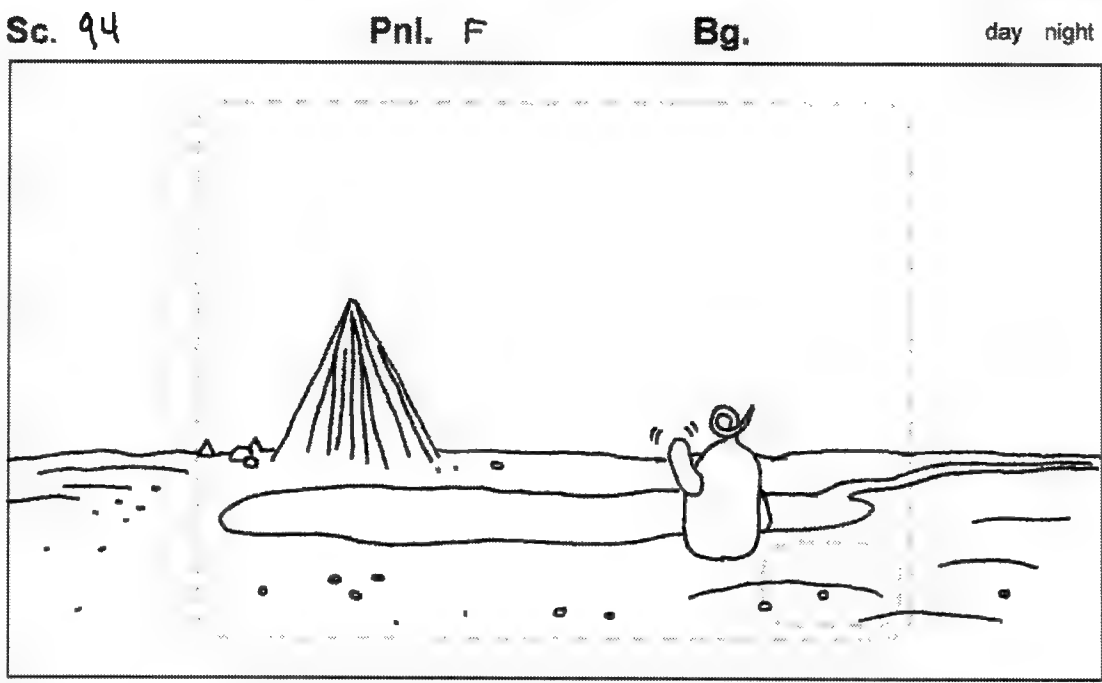
WADES OUT LOOKS UP.

Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME



Dialog:
(SFX) / RAIN FALLING
Action:
Timing:

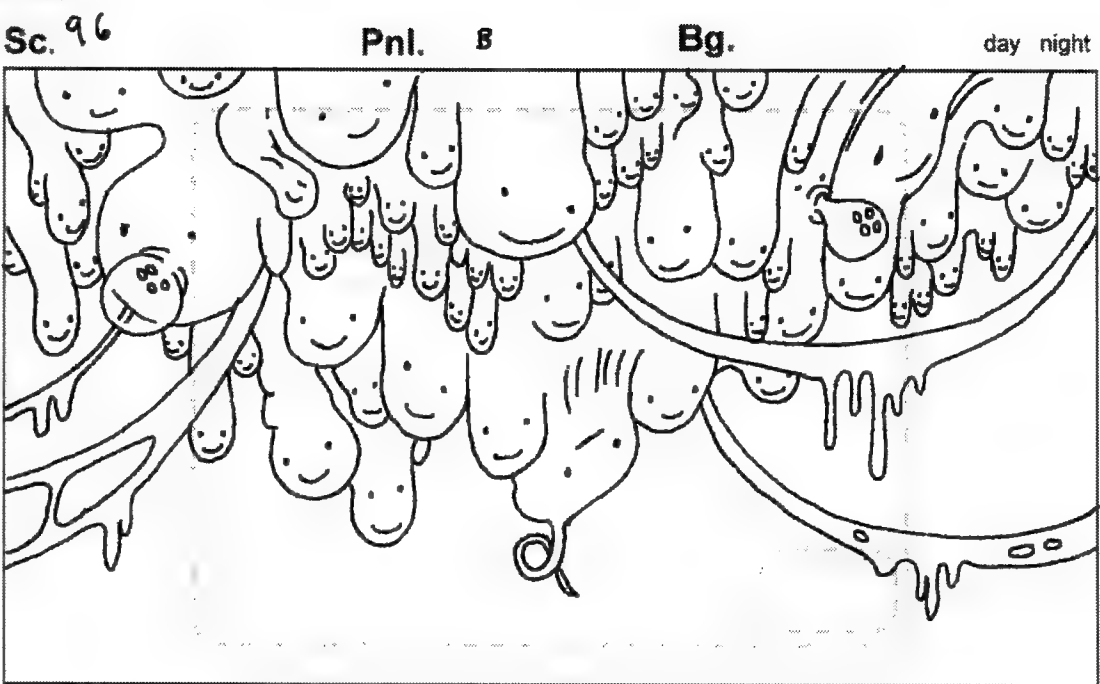
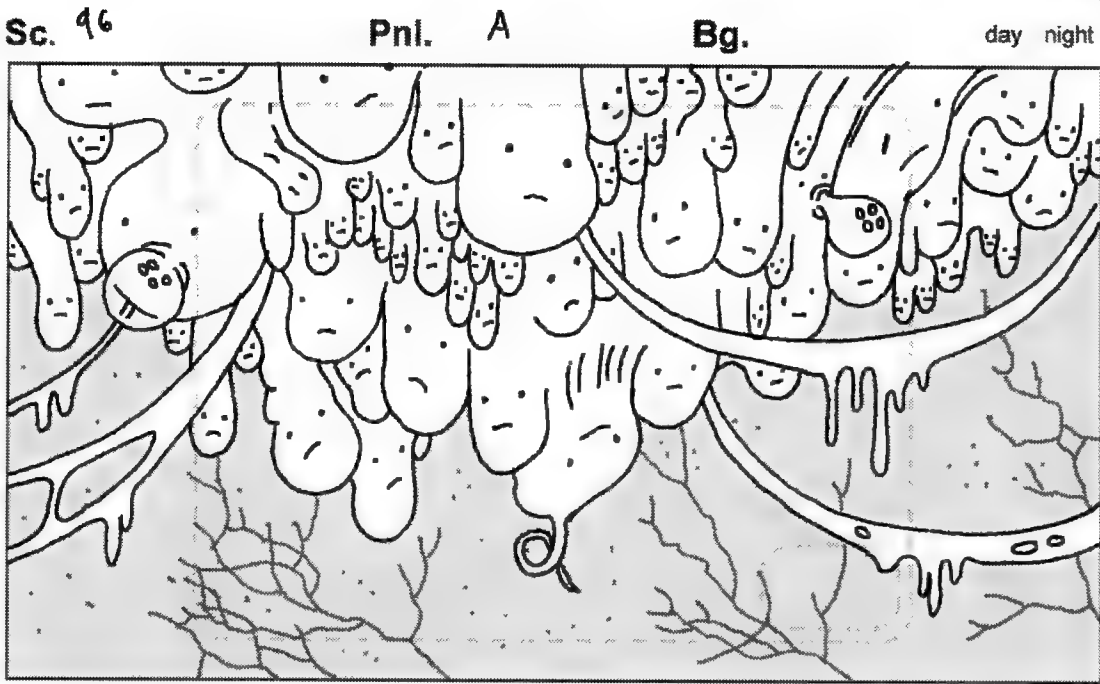
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ADVENTURE TIME

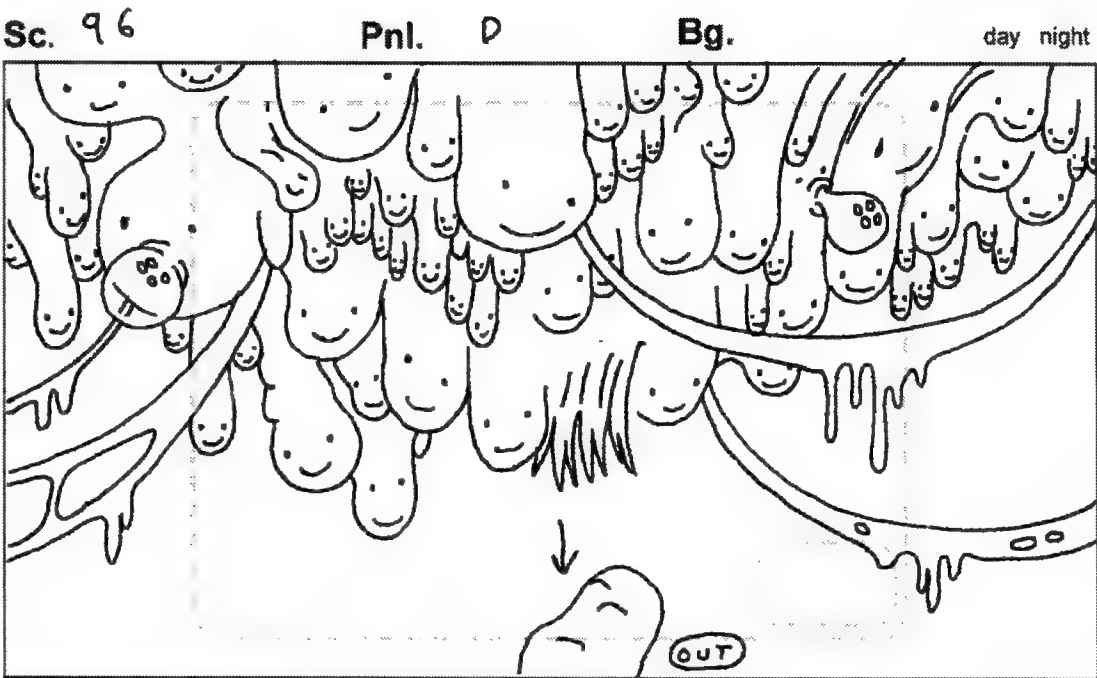
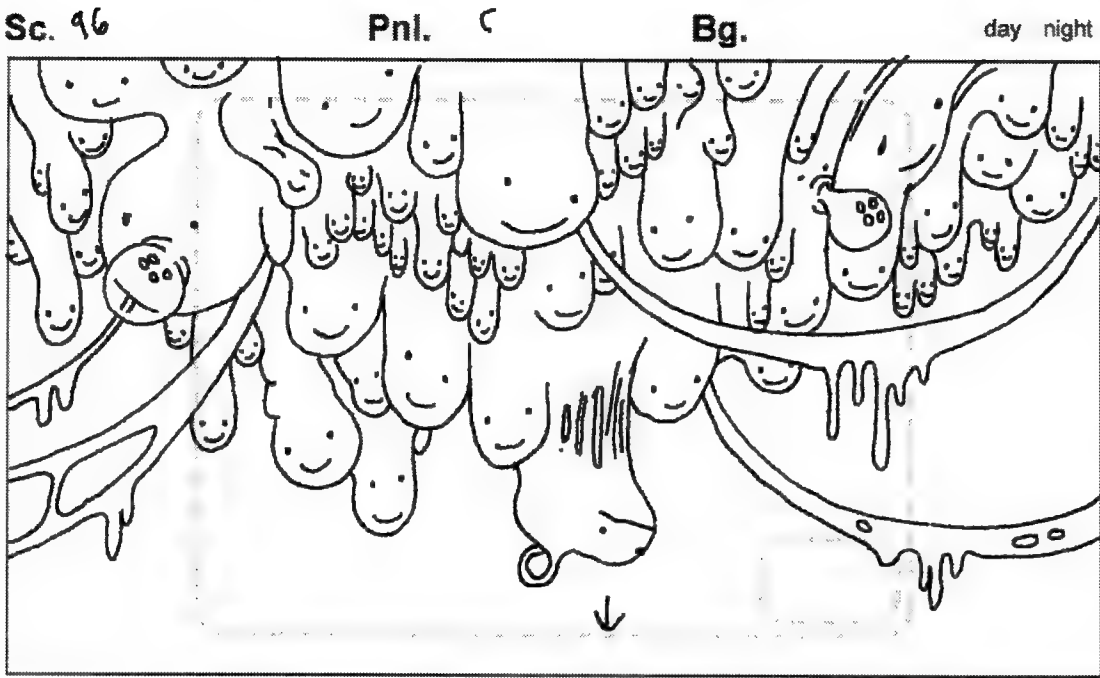


Dialog:	(SFX) / RAIN FALLING	
Action:	THE GUM-LINK	
Timing:	THE ALL SMILE EXCEPT NEDDY.	

Production :
EPISODE #
1034-209

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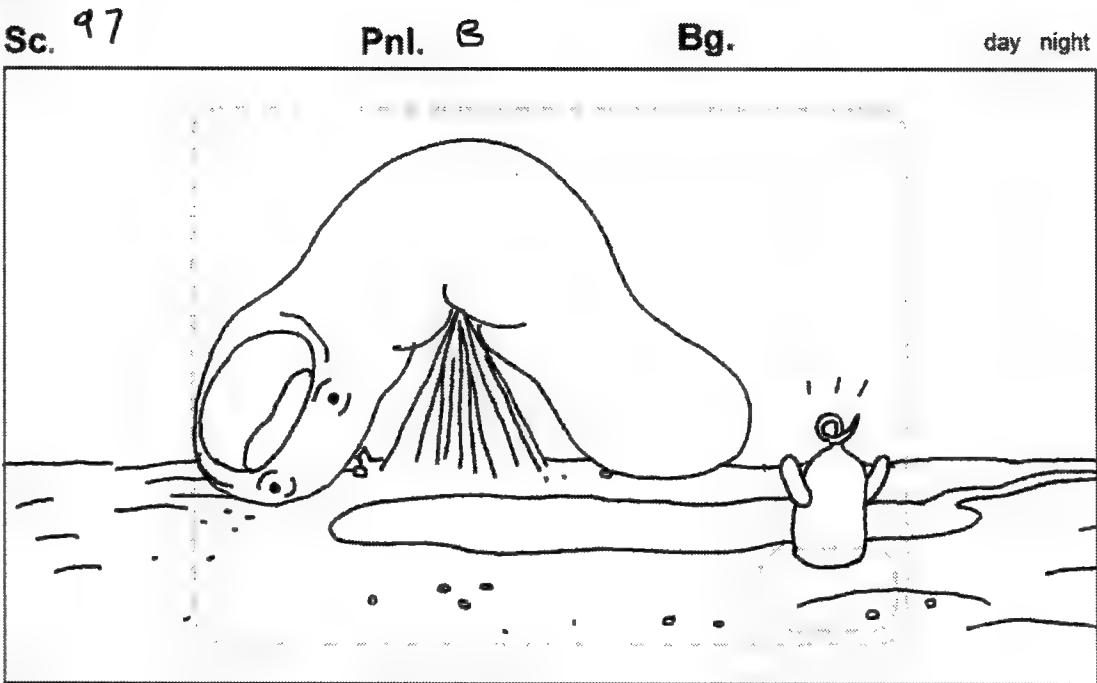
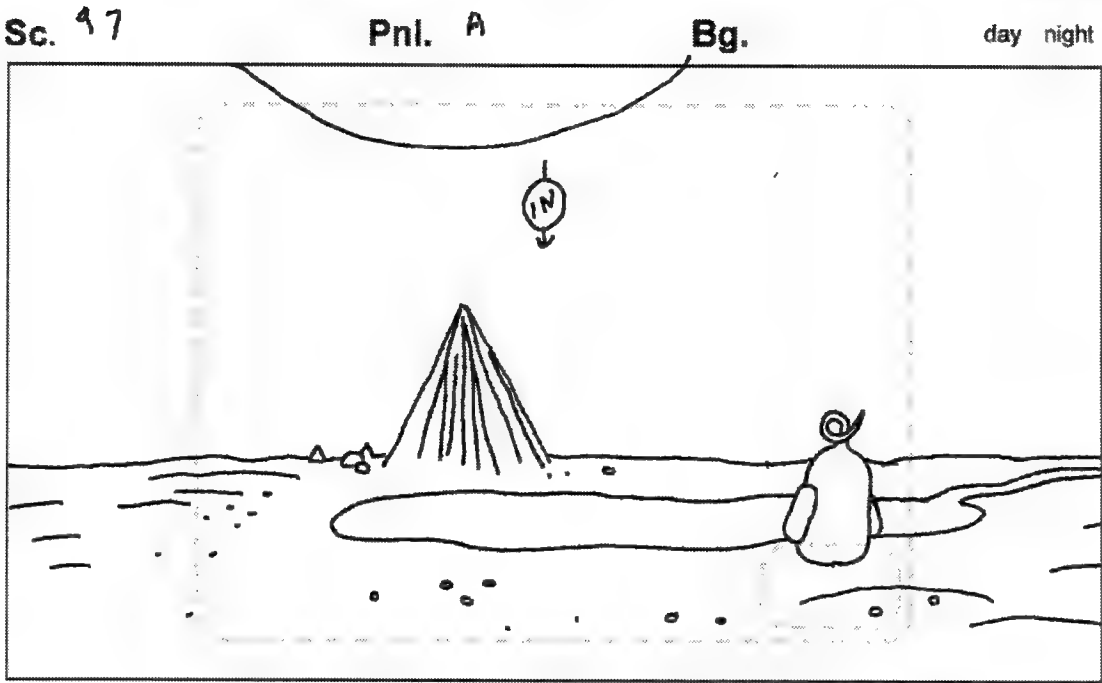
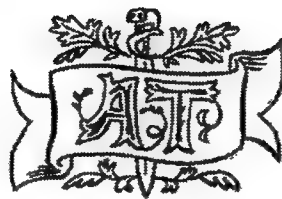


Dialog:	(SFX) RAIN (SFX) RUMBLE!
Action:	RAIN FALLING
Timing:	

Production : 1034-209 EPISODE #

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ADVENTURE TIME



Dialog:	<div>Ⓣ = SCREAMING =</div> <div>ⓈFX / RAIN FALLING</div>
Action:	
Timing:	

Production :
EPISODE # 1034-209

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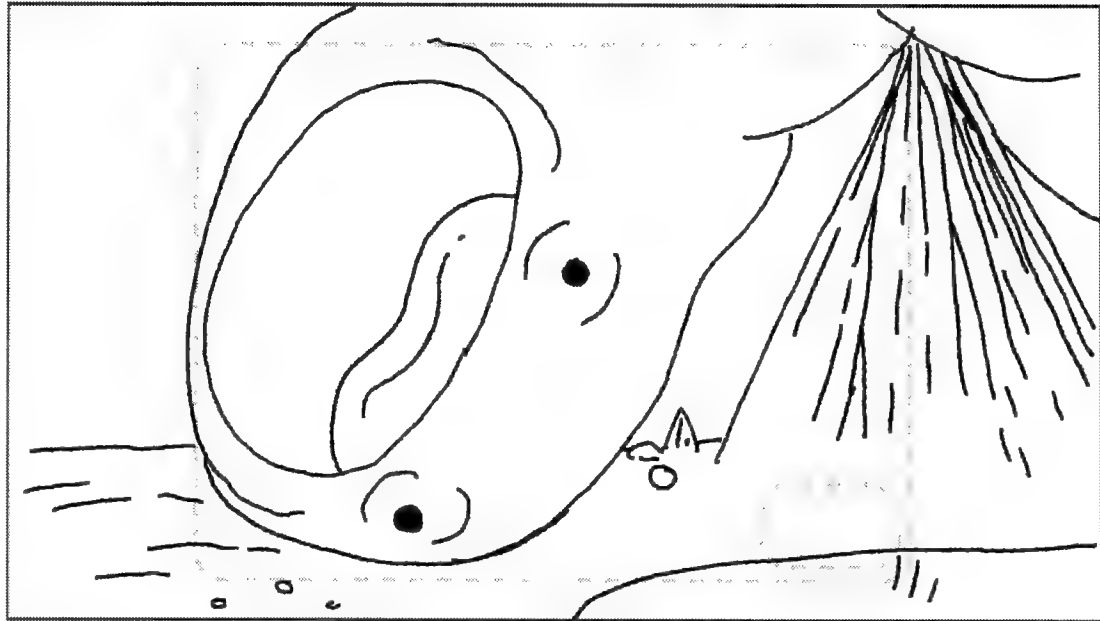


Sc. 98

Pnl. A

Bg.

day night

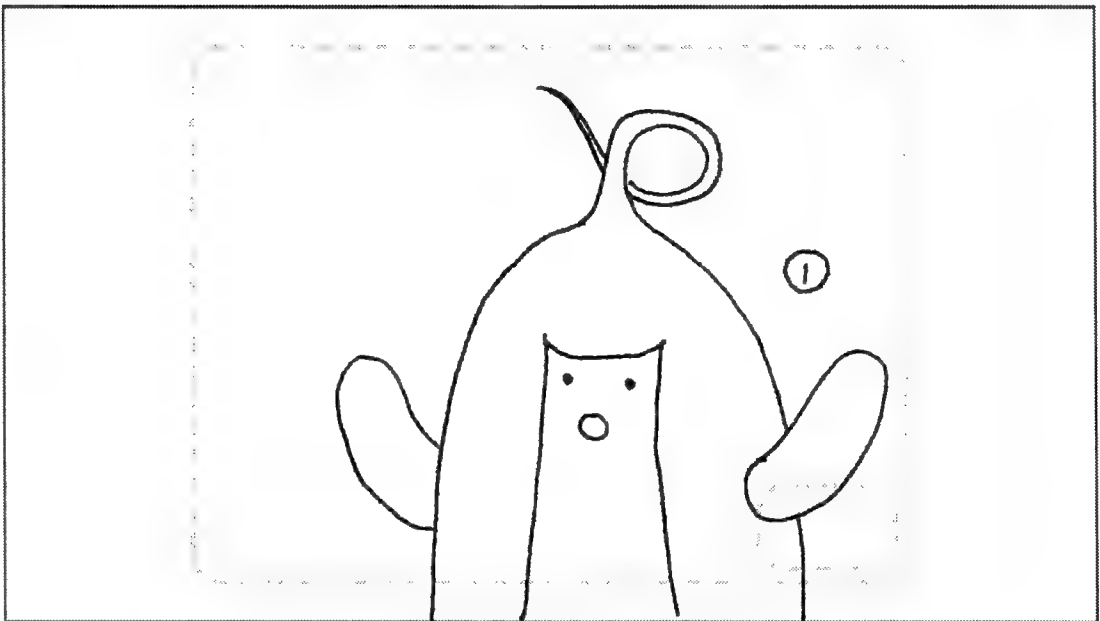


Sc. 99

Pnl. A

Bg.

day night



Dialog:

(N) WAILING

(SFX)

RAIN FALLING

Action:

Timing:



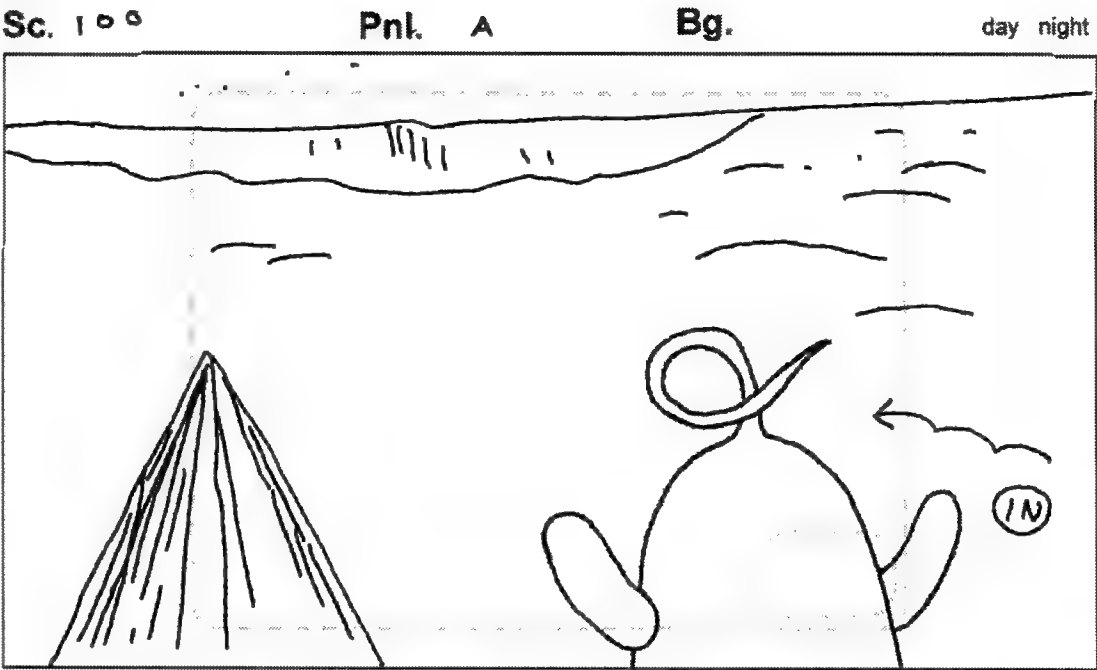
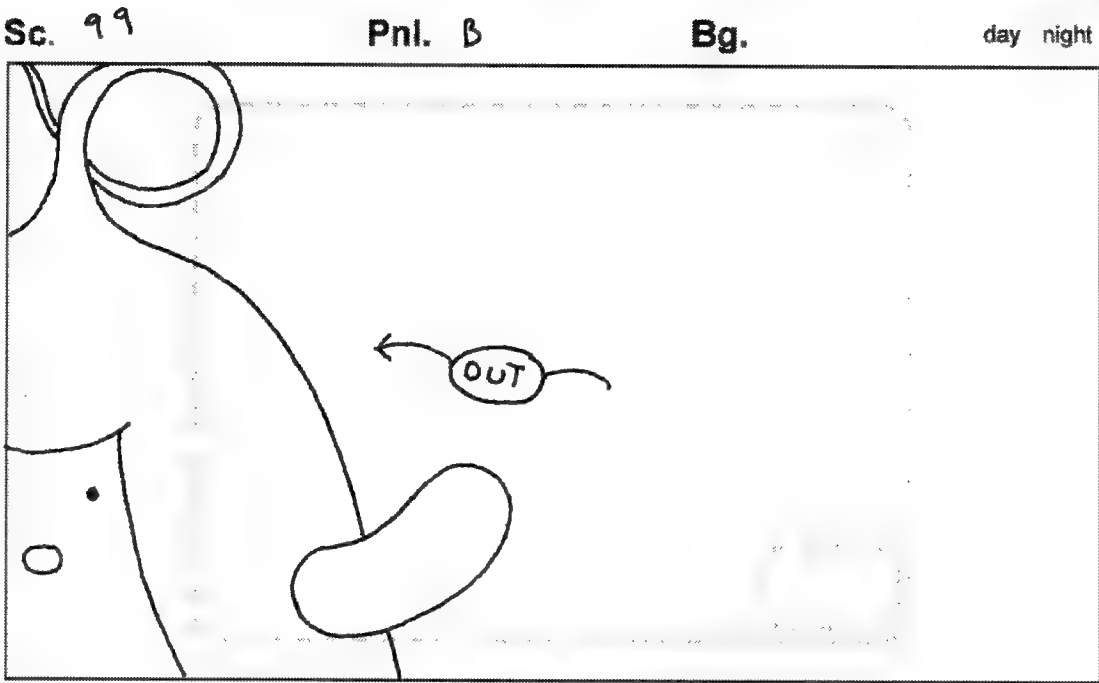
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ADVENTURE TIME



Dialog:
(SFX) / RAIN FALLING
Action:
Timing:

Production :
EPISODE #
1034-209



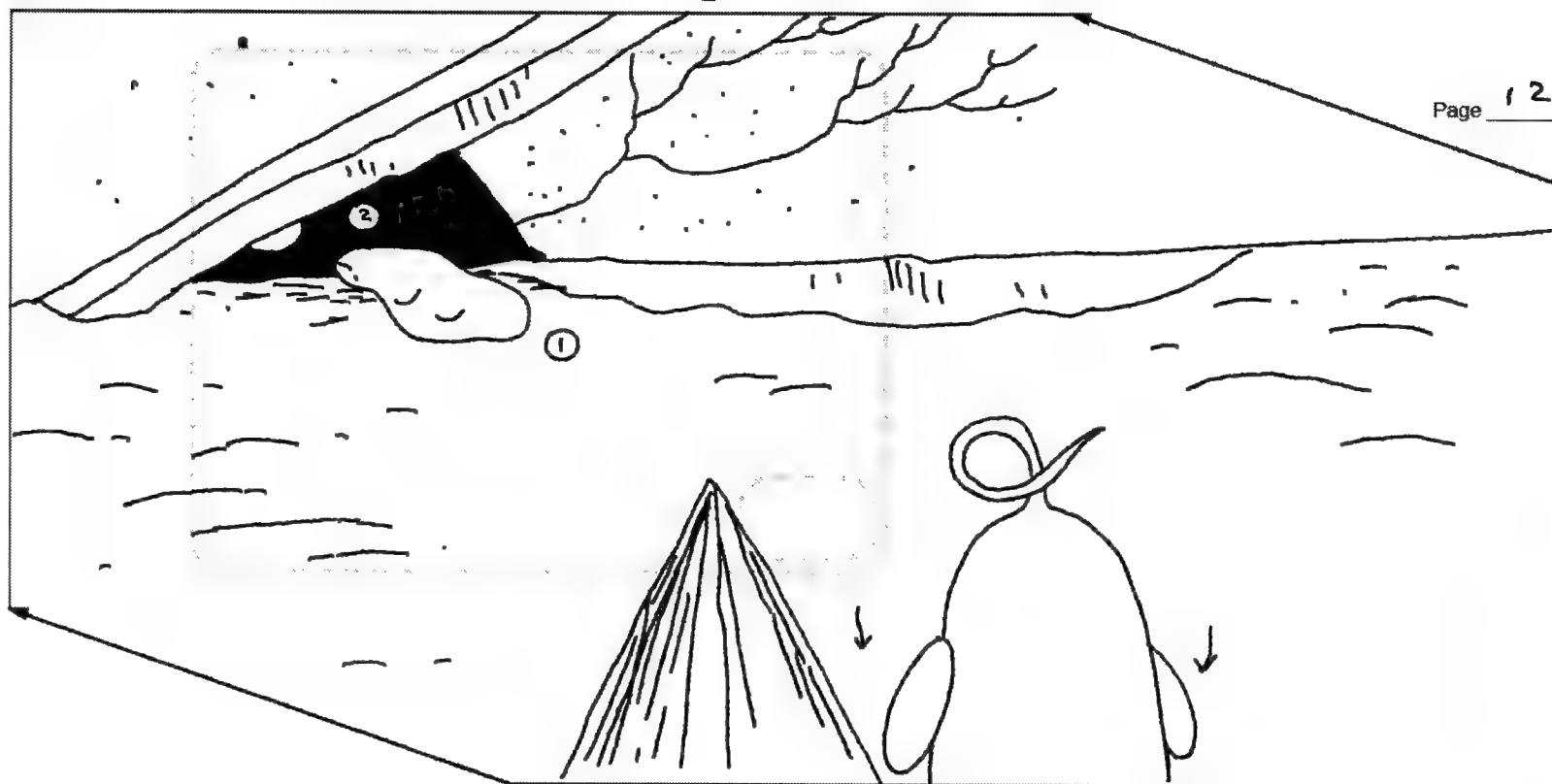
Sc. 100

Pnl. B

Bg.

day night

Page 122



Dialog:

(SFX) / RAIN FALLING

Action:

NEDDY SCAMPERS AWAY.

BONNIE STOPS CHASING.

Timing:

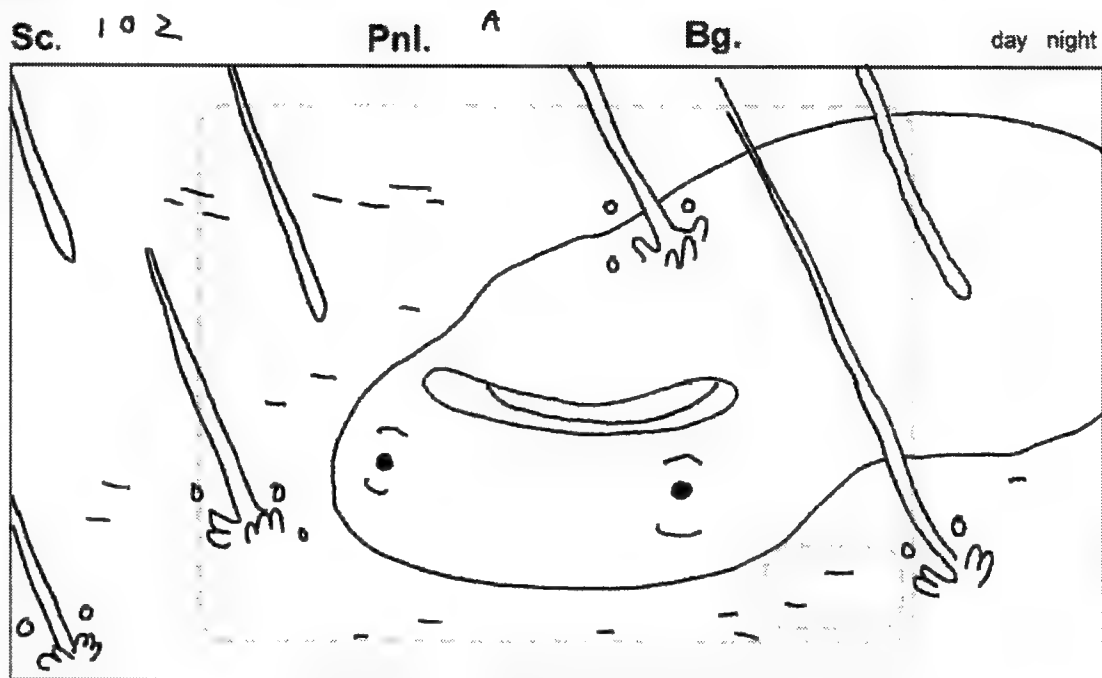
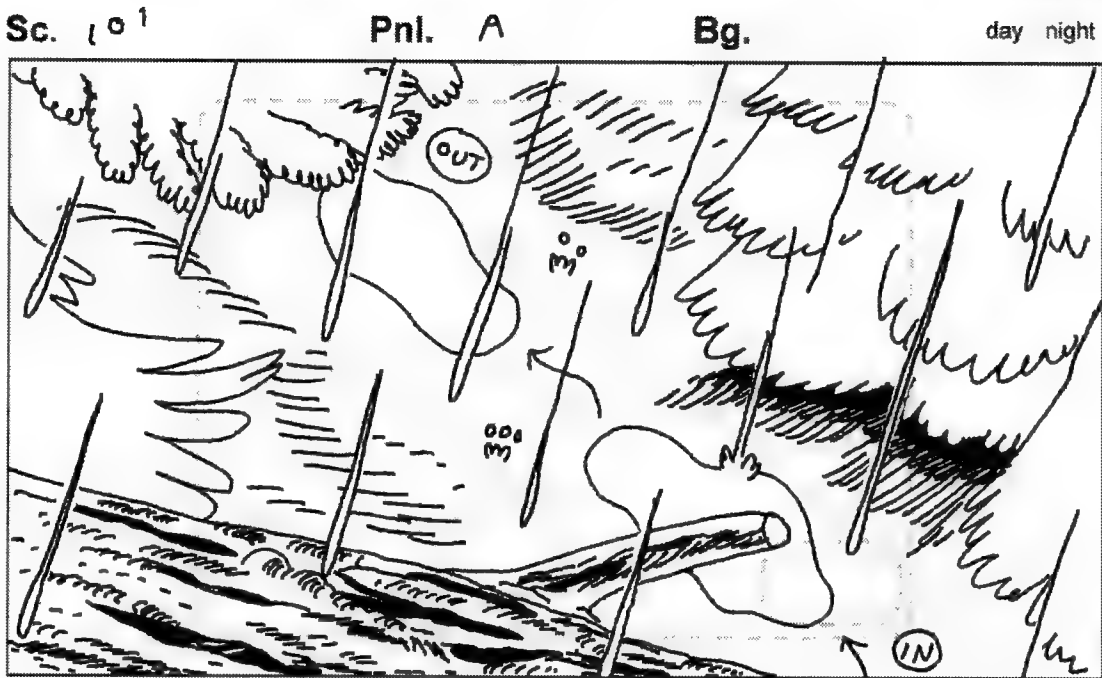
Production :

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ADVENTURE TIME

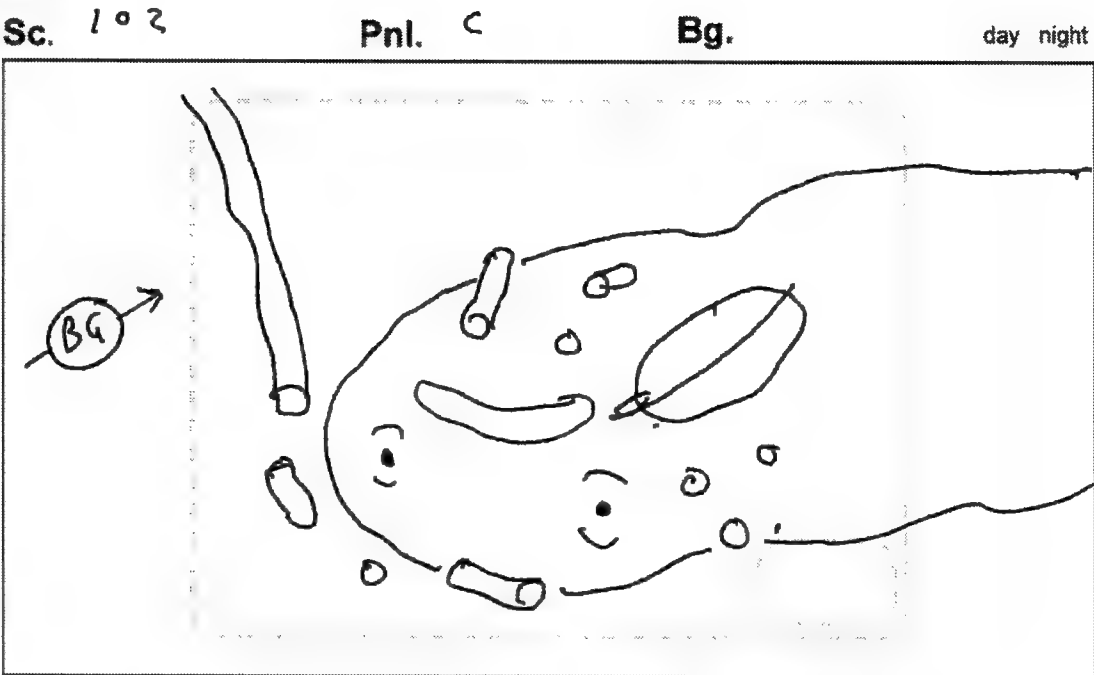
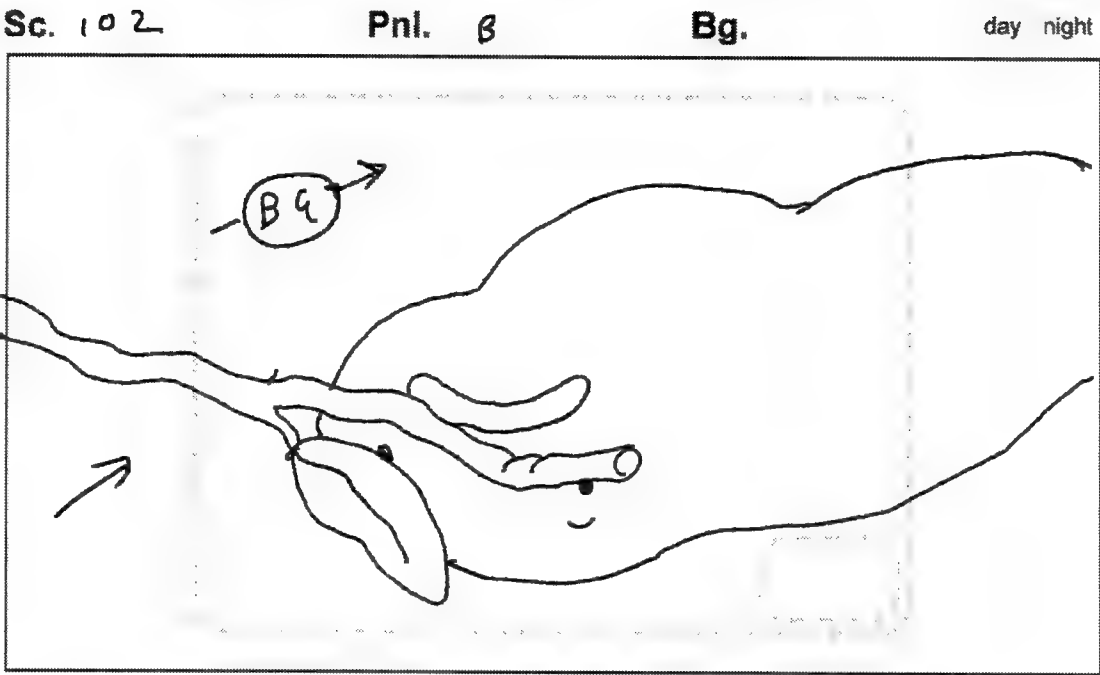


Dialog:	(SFX) / RAIN FALLING
Action:	* NOT RAINING HARD, LIKE A SUN SHOWER
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME



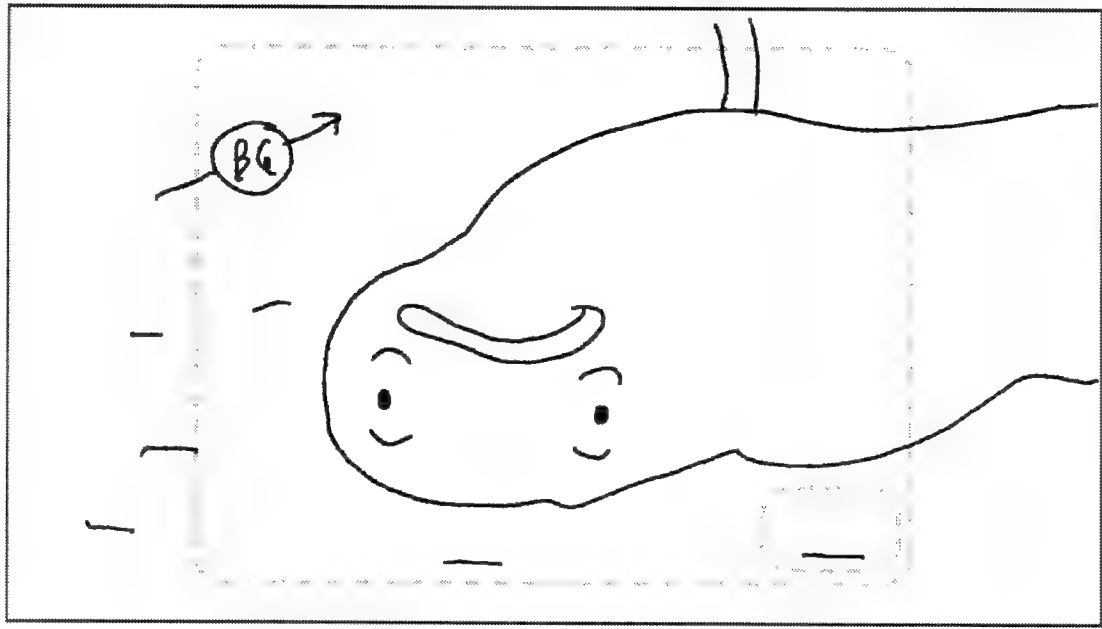
Dialog:	(SFX) / RAIN FALLING
Action:	(STILL RAINING)
Timing:	

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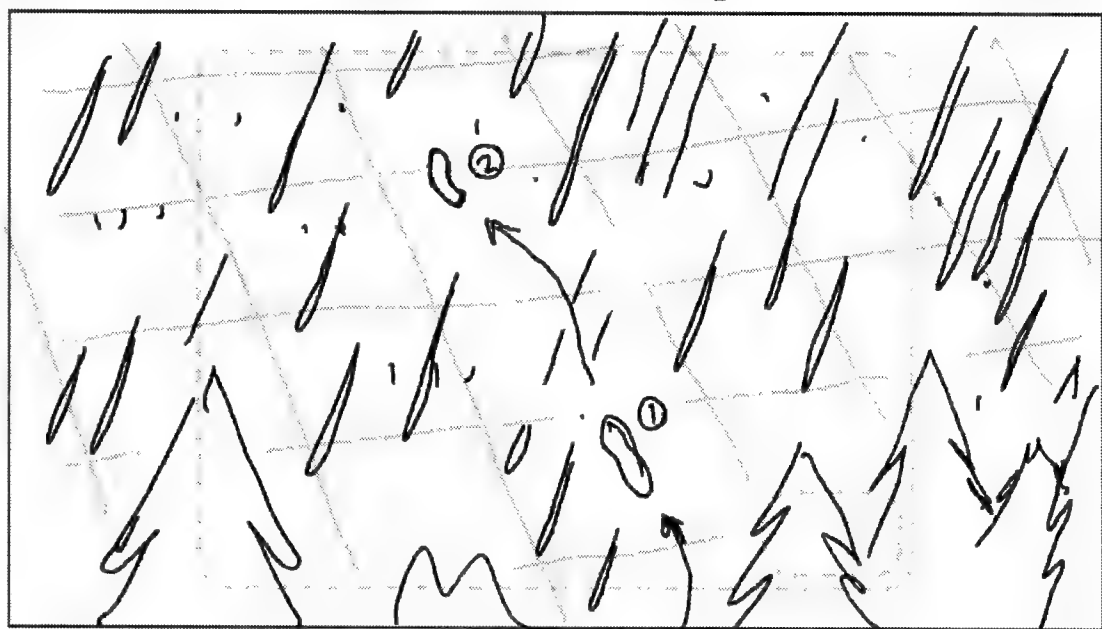
ADVENTURE TIME



Sc. 102 Pnl. 0 Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:	(SFX) / RAIN FALLING
Action:	FROM THE WOODS TO THE FIELD.
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME



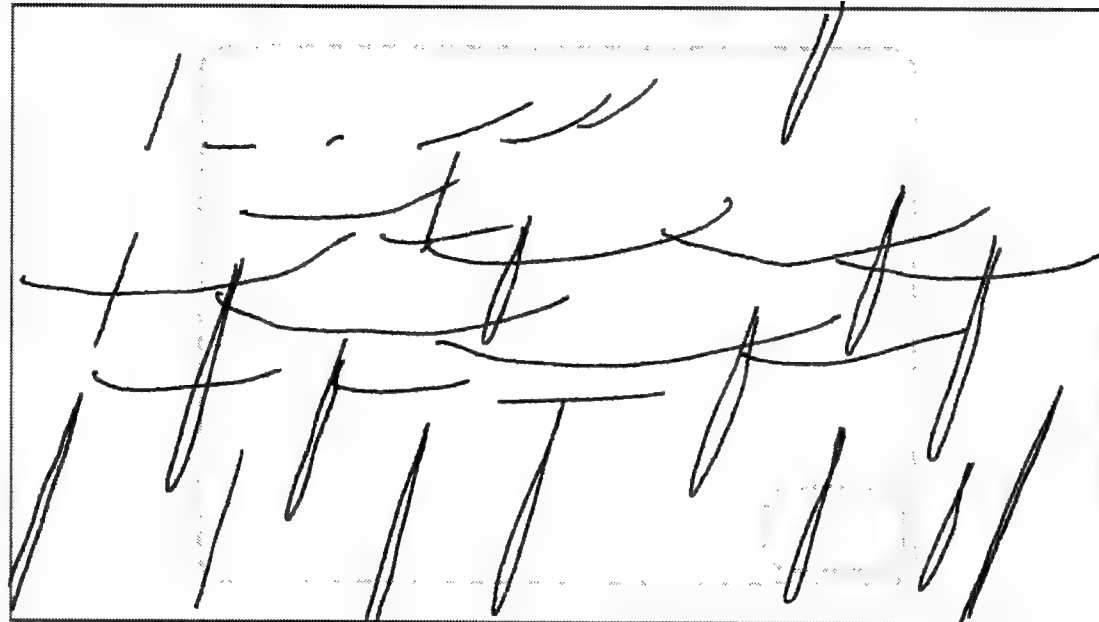
Page 126

Sc. 104

Pnl. A

Bg.

day night

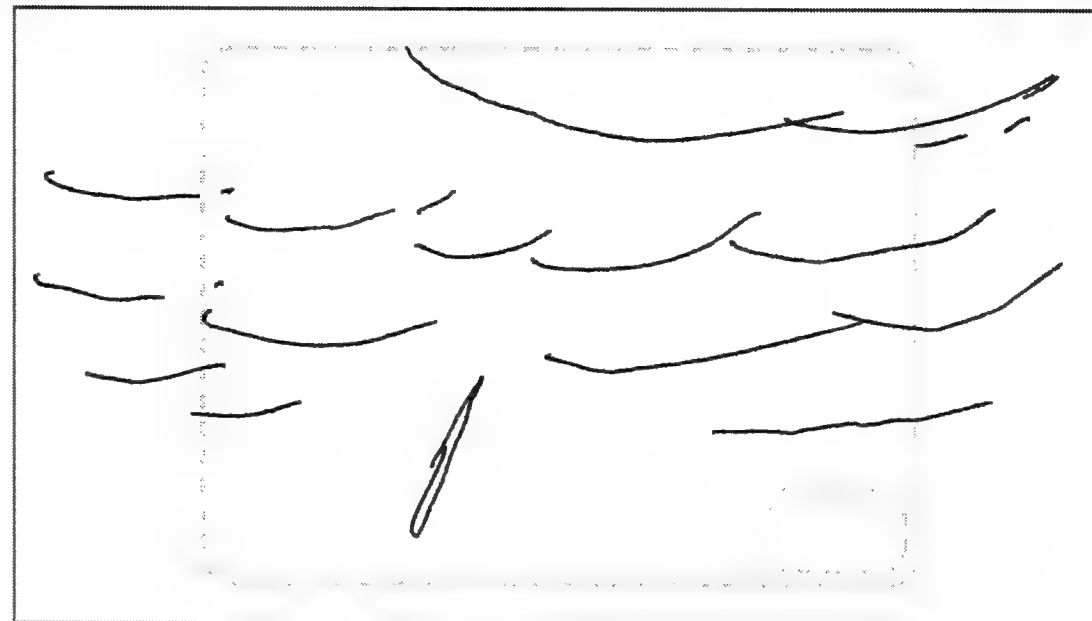


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

-RAIN SLOWS DOWN.
-NEARLY STOPS.

Timing:

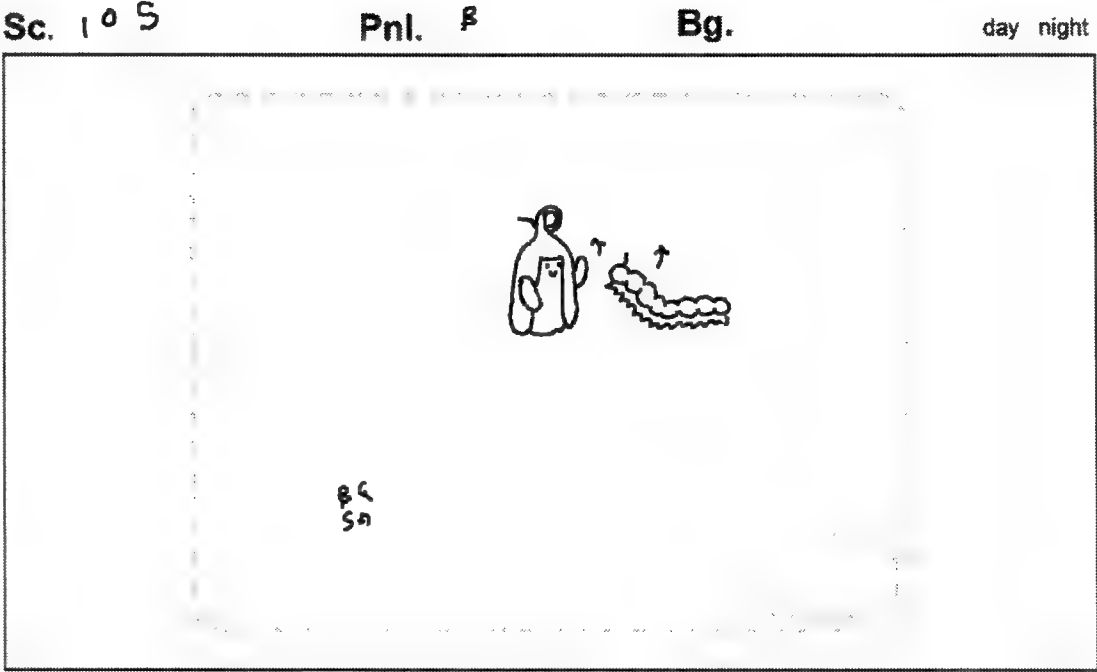
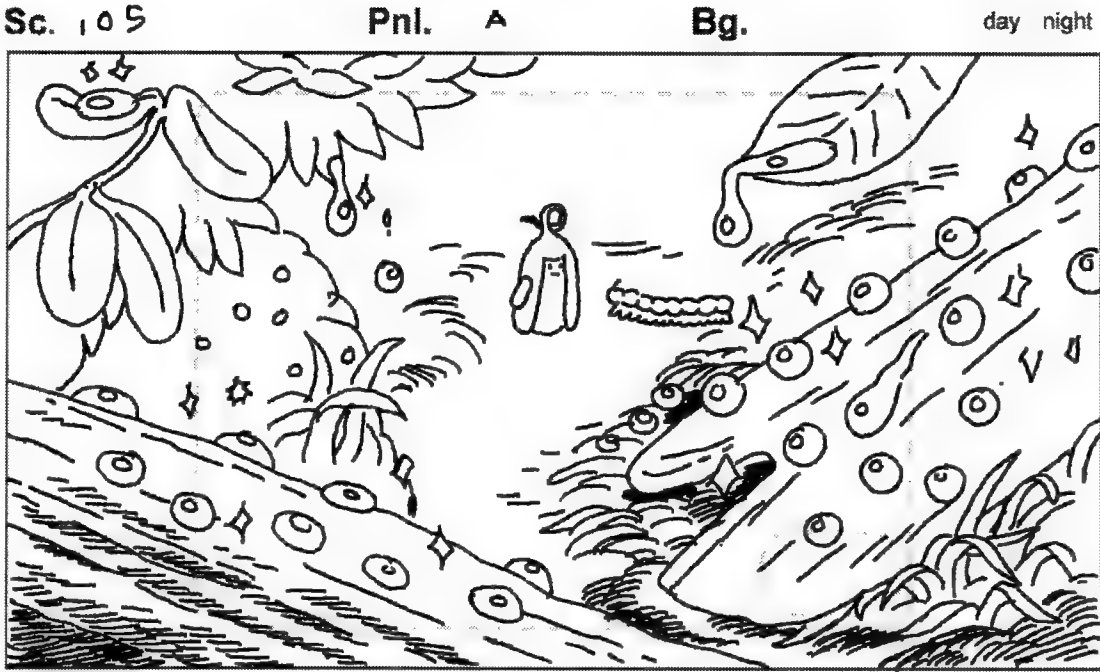
Production :

EPISODE #

1034-209

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ADVENTURE TIME



Dialog:
Action:
Timing:

Production : 1034-209 EPISODE #

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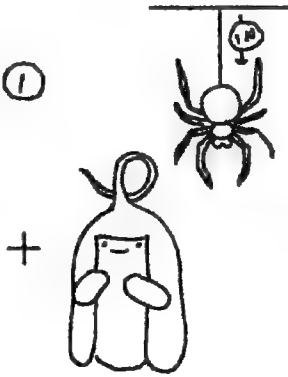
ADVENTURE TIME



Sc. 105 Pnl. c Bg. day night

Sc. 105 Pnl. D Bg. day night

Dialog:	
Action:	
Timing:	



1034-209
EPISODE #
Production :

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ADVENTURE TIME

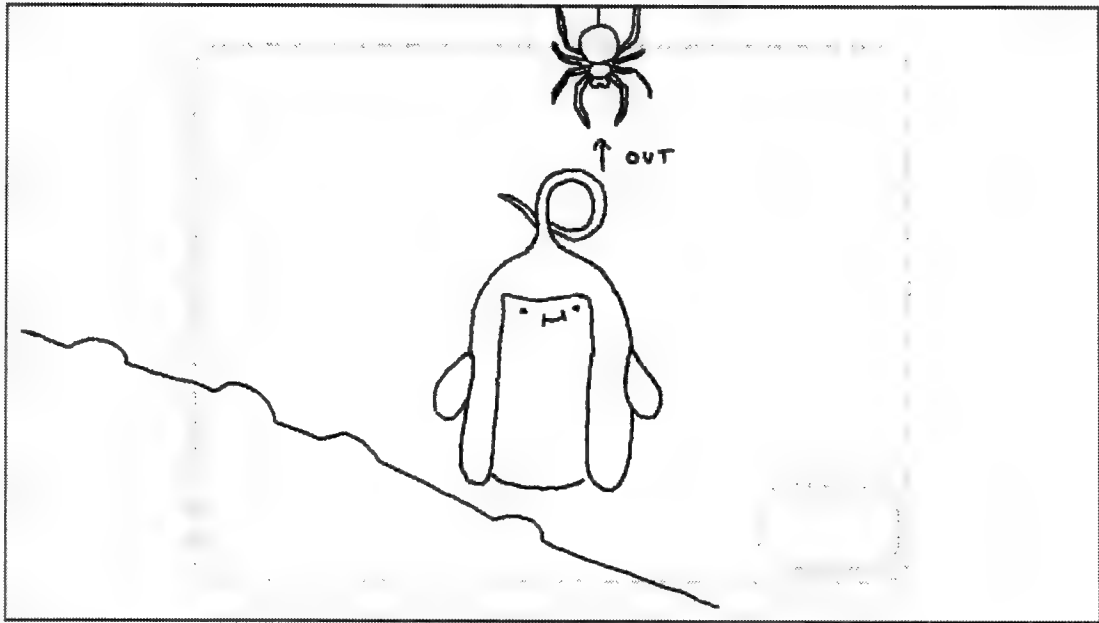


Sc. 105

Pnl. E

Bg.

day night

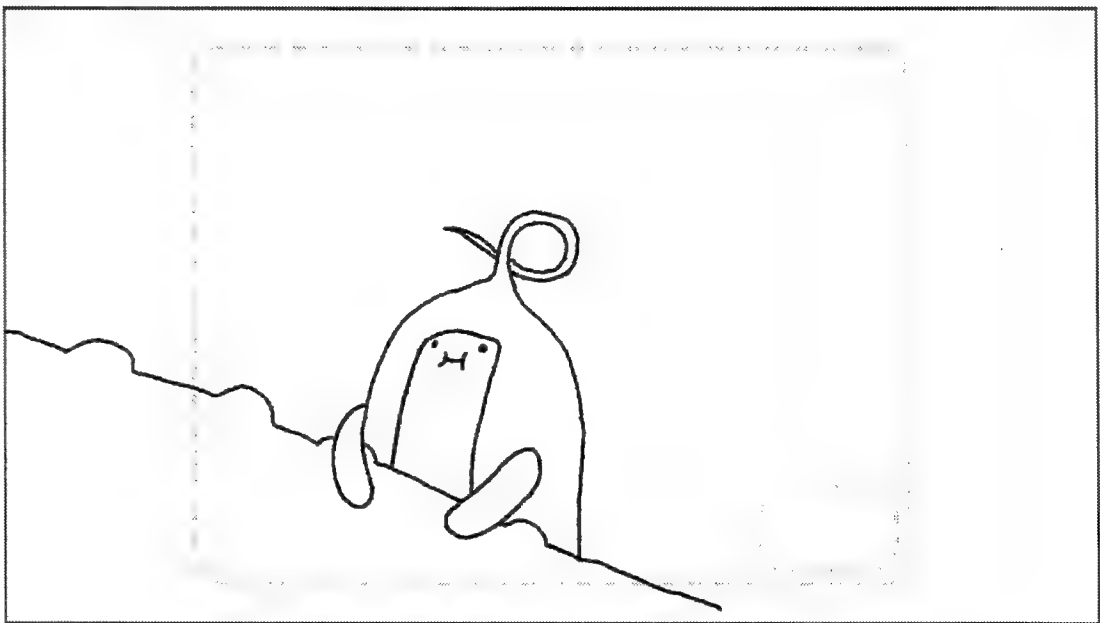


Sc. 105

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night

Sc. 107 Pnl. A Bg. day night

Dialog:
Action: SEES A BUTTERFLY.
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Sc. 108

Pnl. A

Bg.

day night

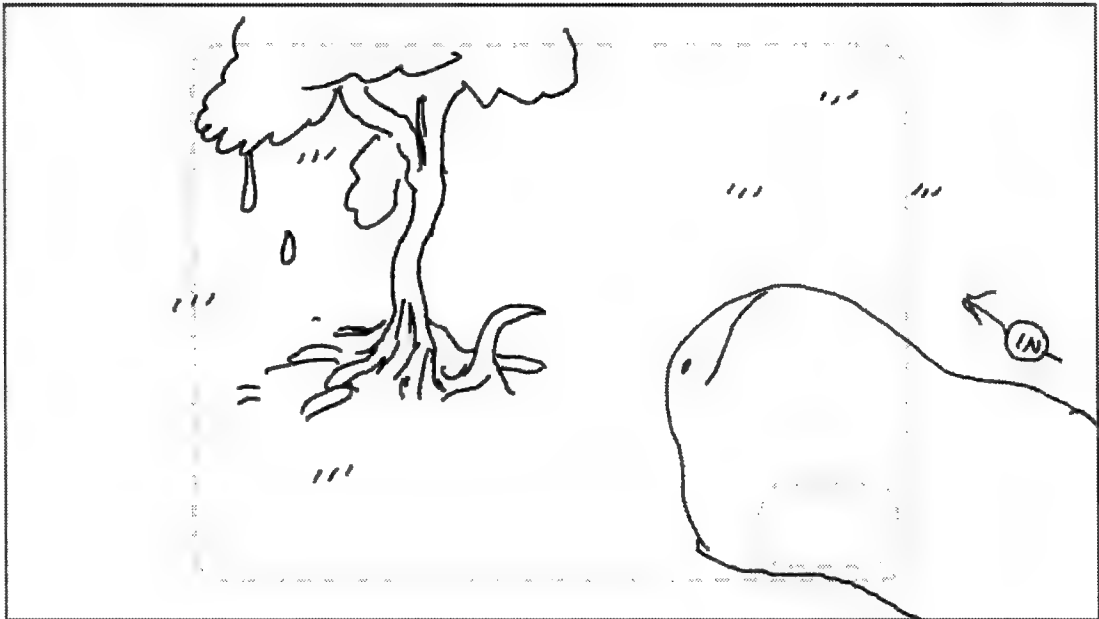


Sc. 108

Pnl. B

Bg.

day night



Dialog:

Action:

BABY CANDY KINGDOM TREE.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

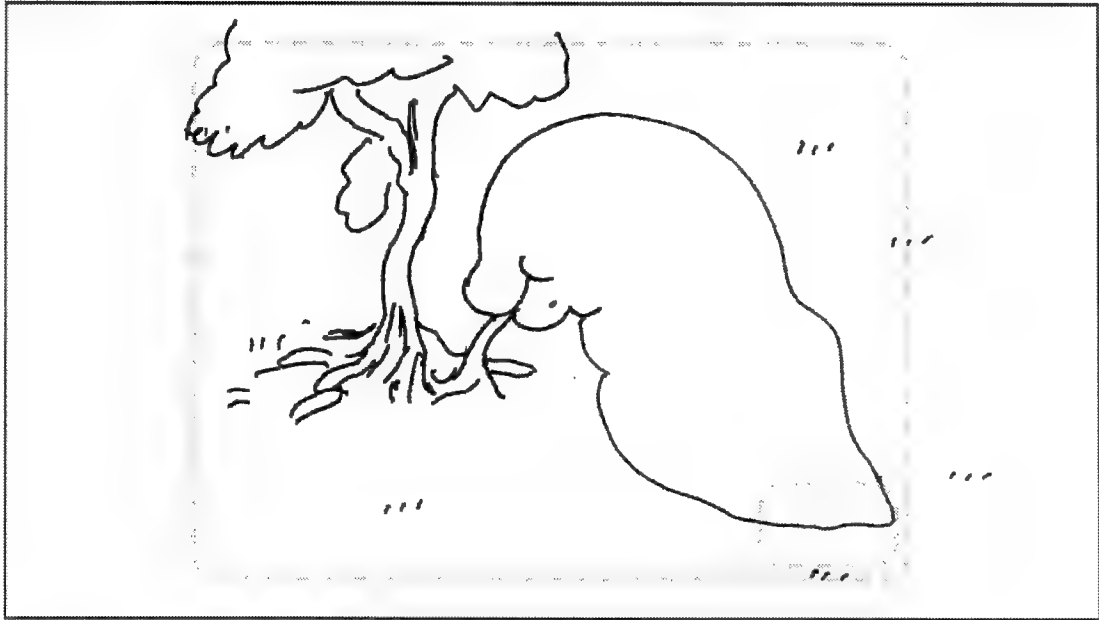


Sc. 108

Pnl. c

Bg.

day night

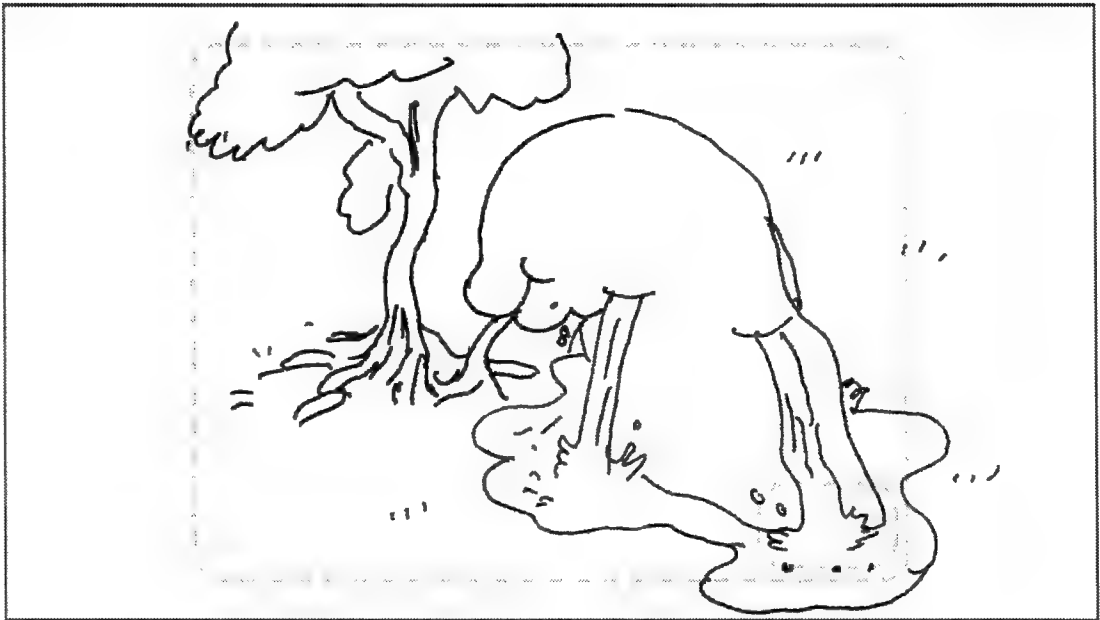


Sc. 108

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

STARTS SUCKIN' !!!

THIS IS SO GROSS.

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ADVENTURE TIME

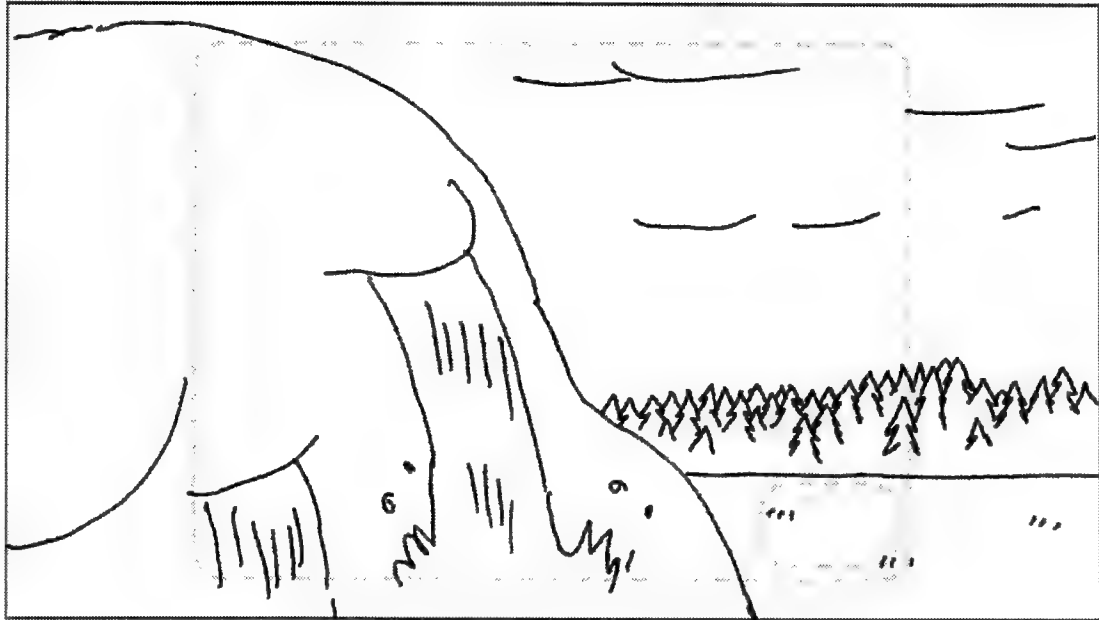


Sc. 109

Pnl. A

Bg.

day night

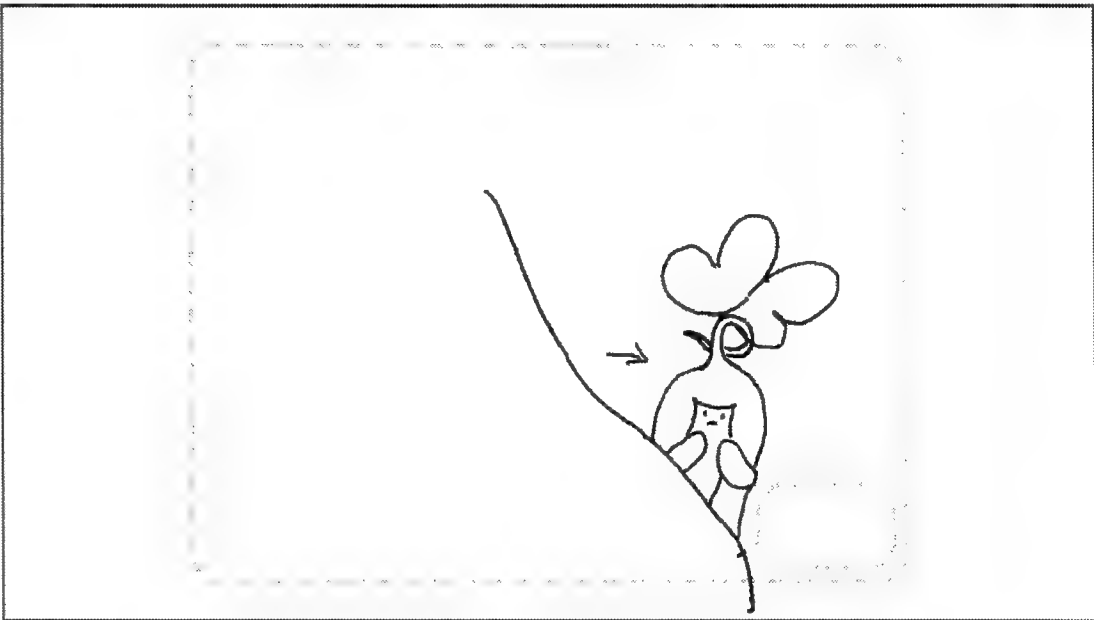


Sc. 109

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc. 109 Pnl. C Bg. day night

Sc. 110 Pnl. A Bg. day night

Dialog:

Action:

Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME



Sc. 110 Pnl. 8 Bg. day night

Sc. 110 Pnl. 9 Bg. day night

Dialog:
Action:
Timing:

SHOWS BUTTERFLY.

EPISODE # 1034-209
Production :

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ADVENTURE TIME

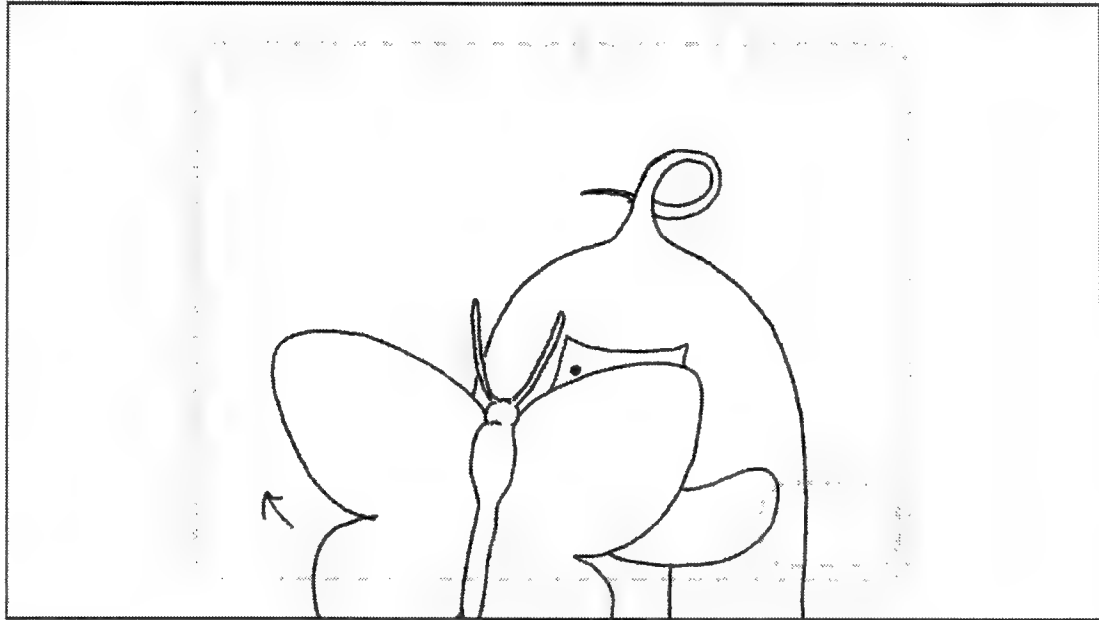


Sc. 110

Pnl. D

Bg.

day night

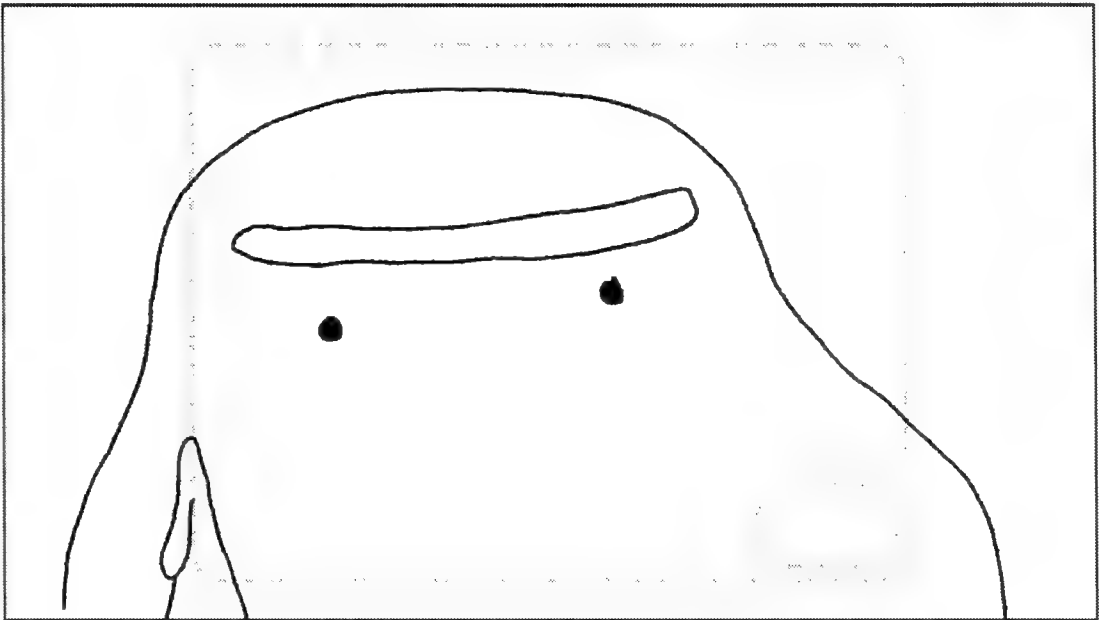


Sc. 111

Pnl. A

Bg.

day night



Dialog:

Action:

S. P.

Timing:

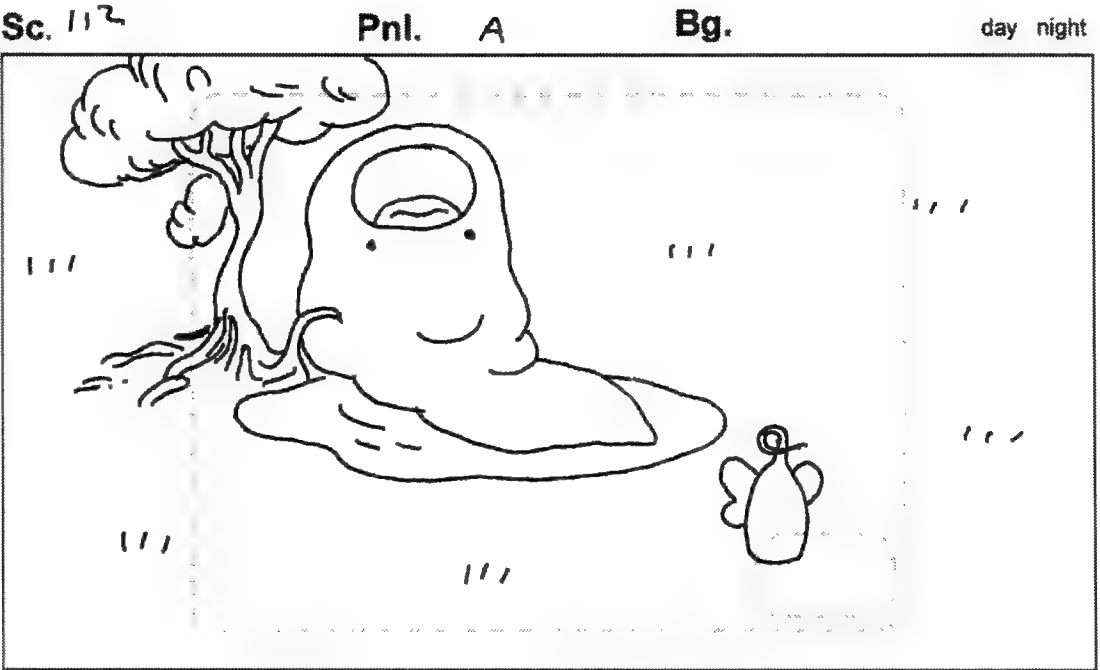
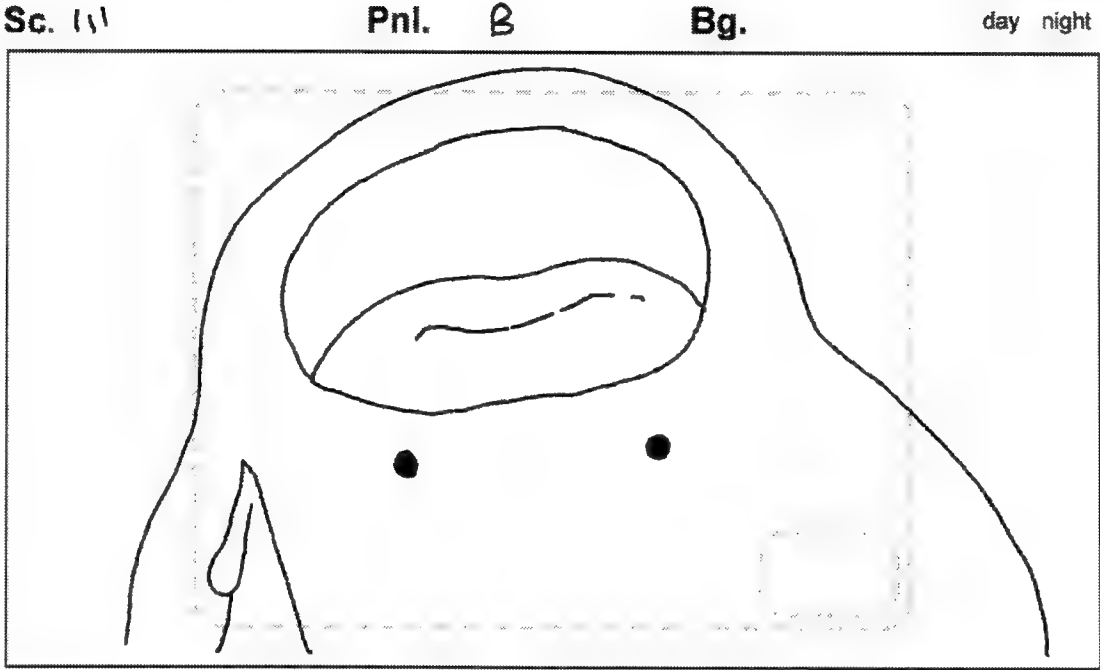
1034-209

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Ⓣ = SCREAMS
Action:
Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME

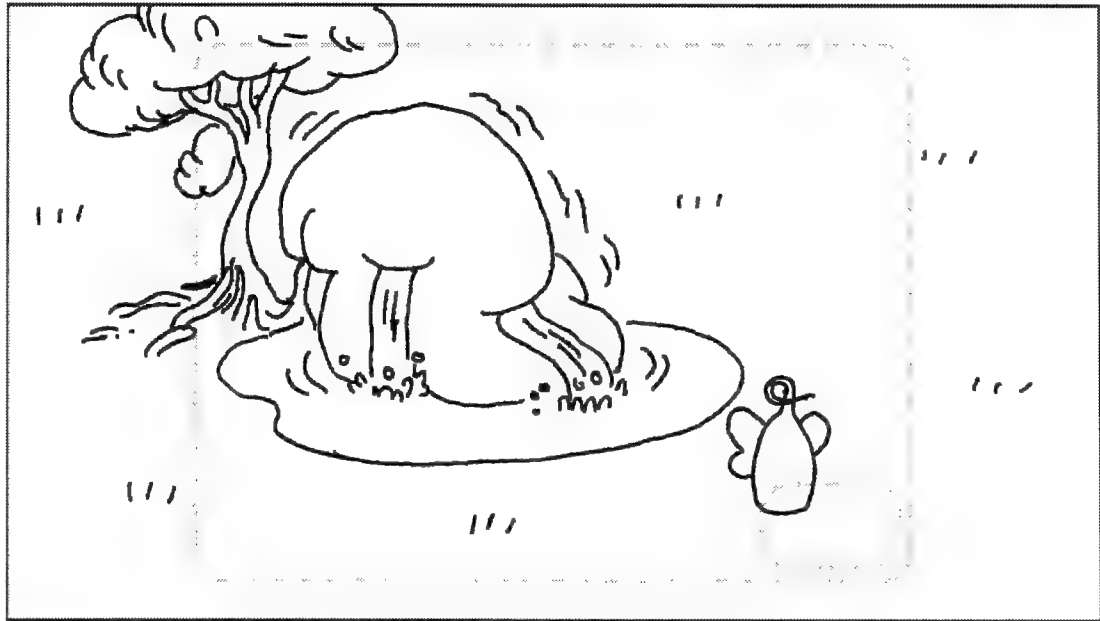


Sc. 112

Pnl. B

Bg.

day night

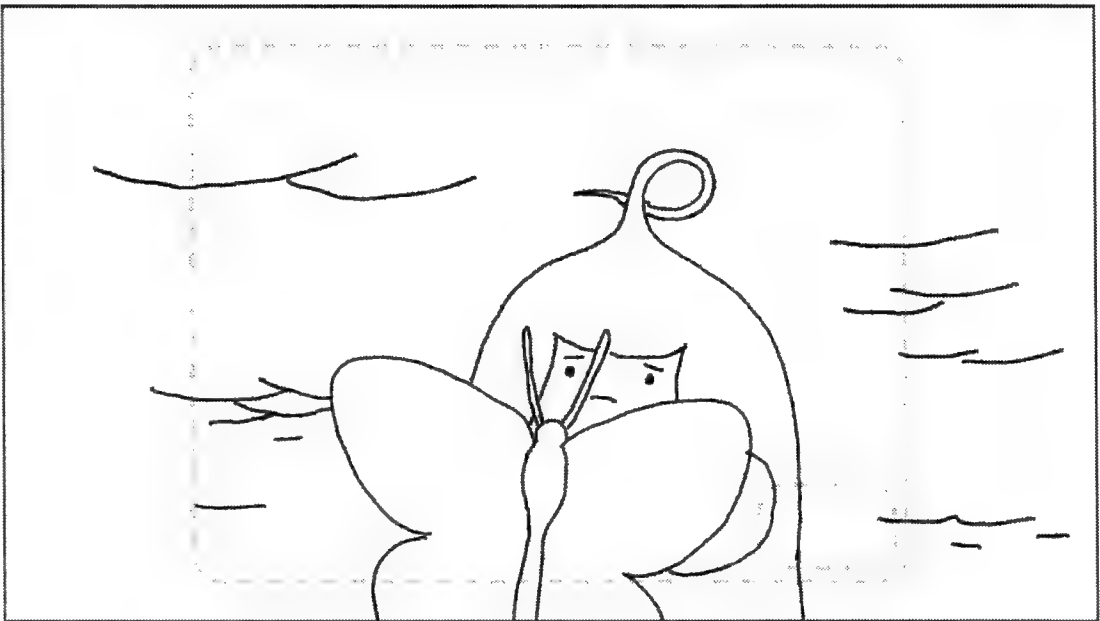


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Action:

DESPERATELY SUCKIN',
AND SHAKIN'.
HE'S A SUCKIN' WRECK!

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

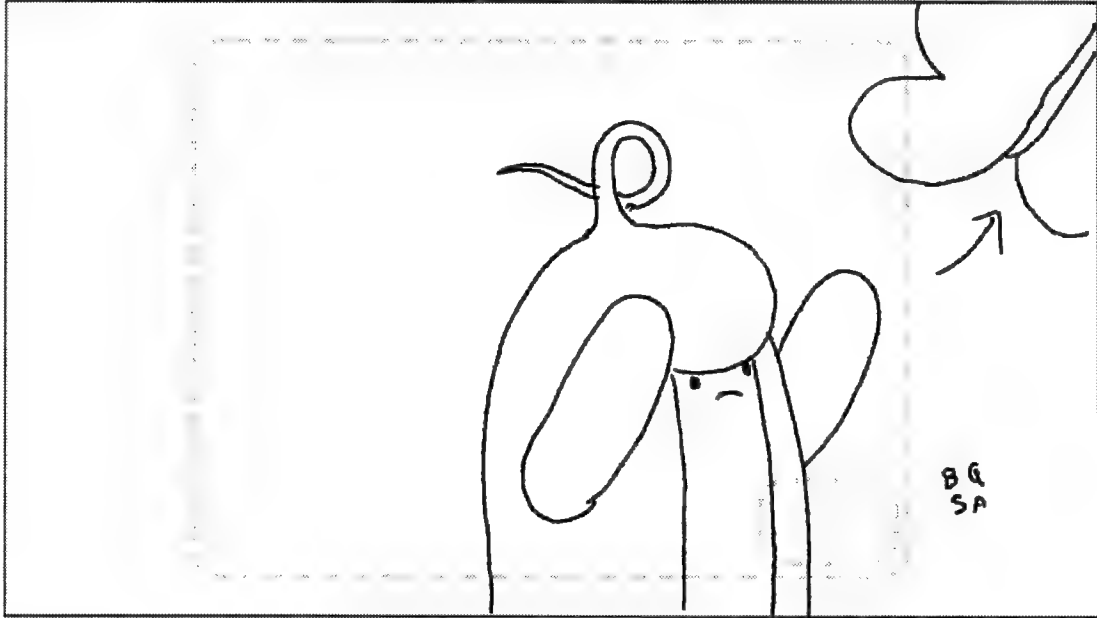


Sc. 113

Pnl. β

Bg.

day night

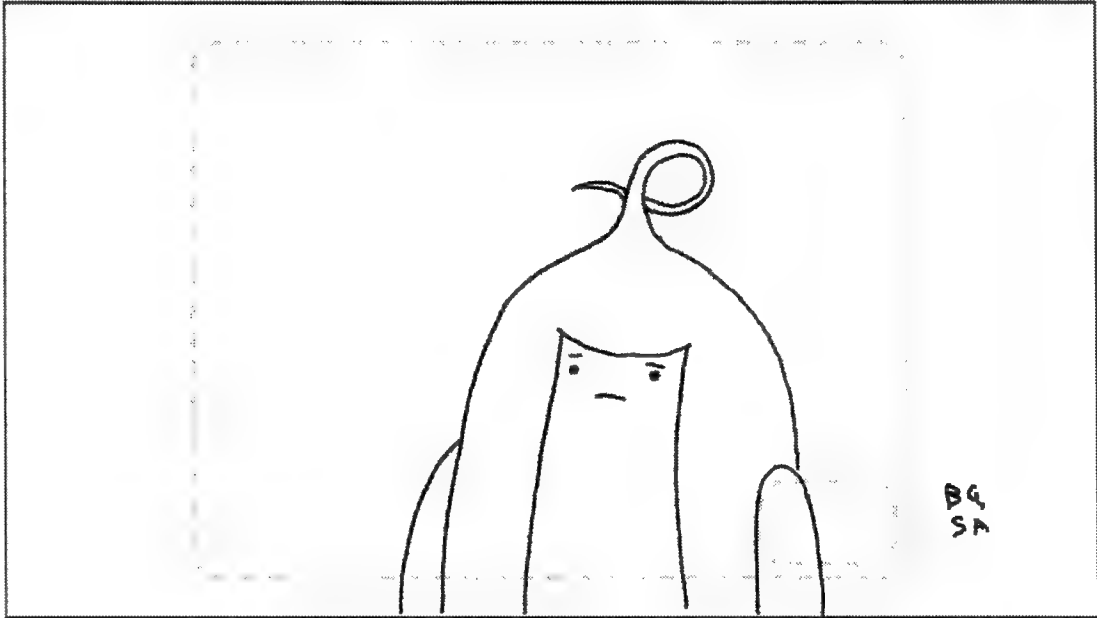


Sc. 113

Pnl. c

Bg.

day night

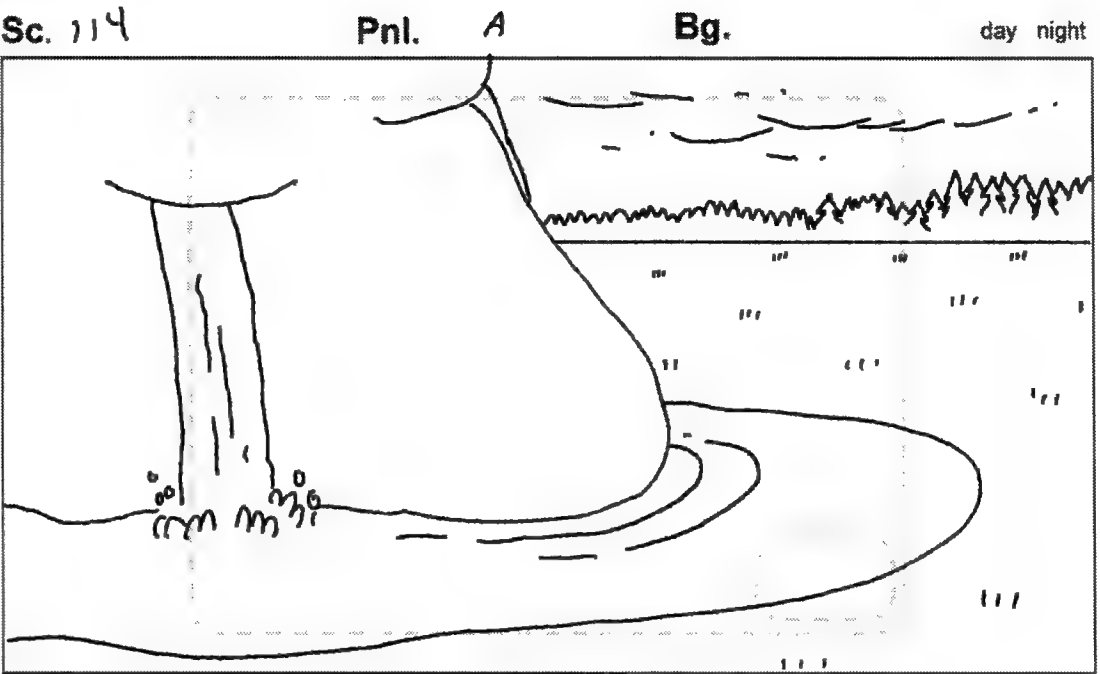
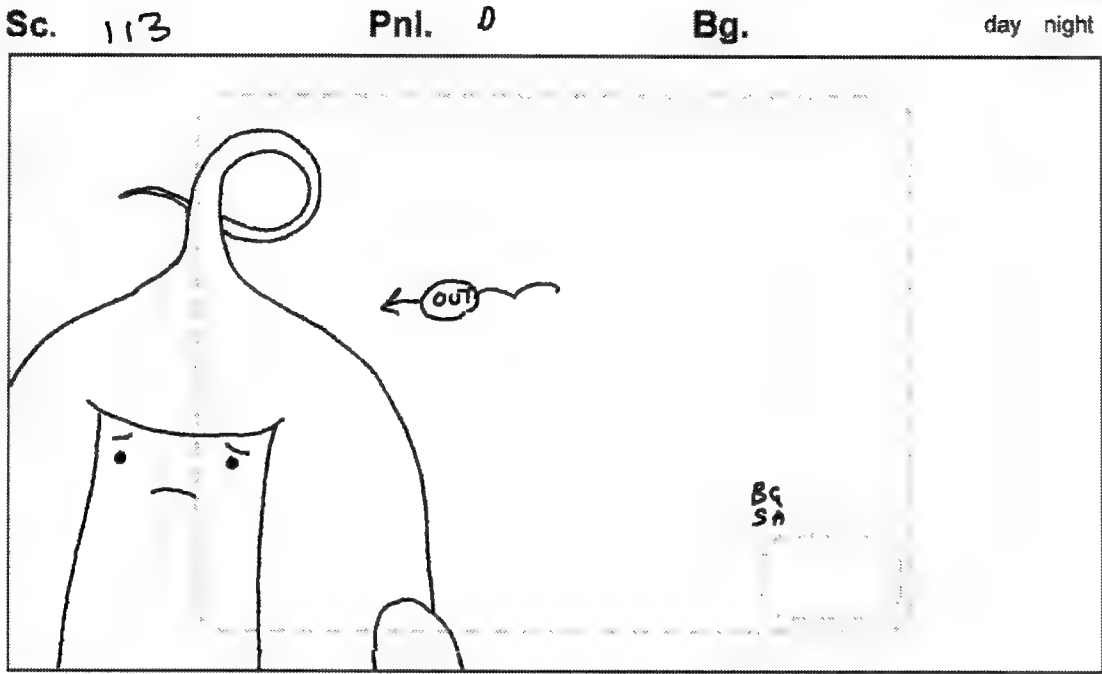


Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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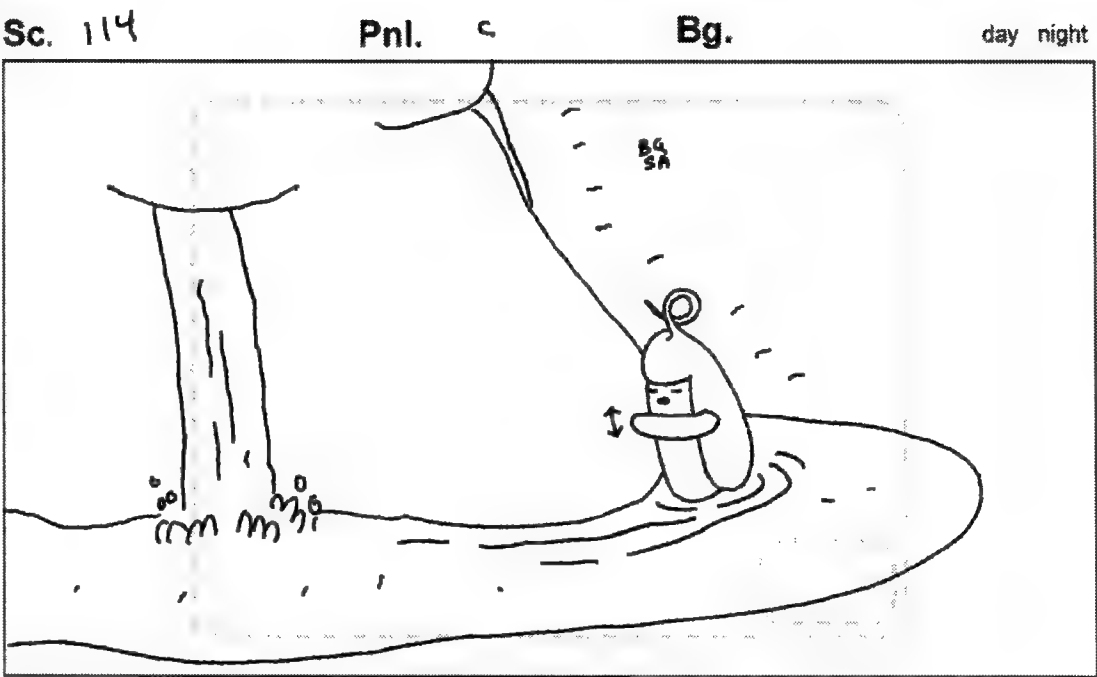
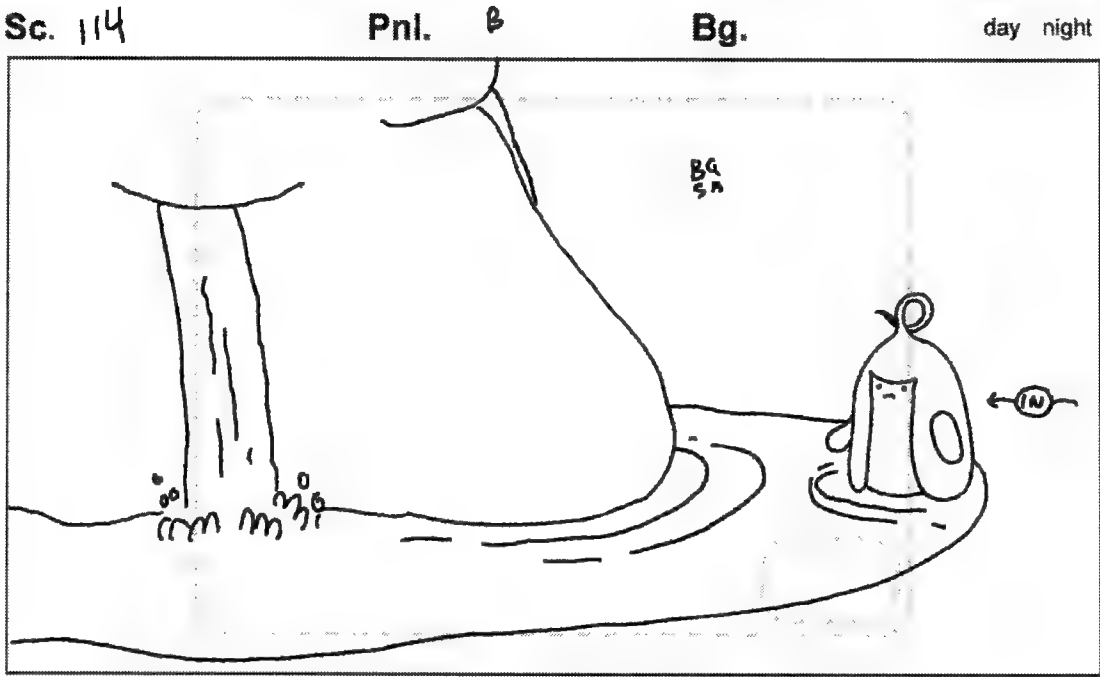
ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



Dialog:

(P B SINGING.)

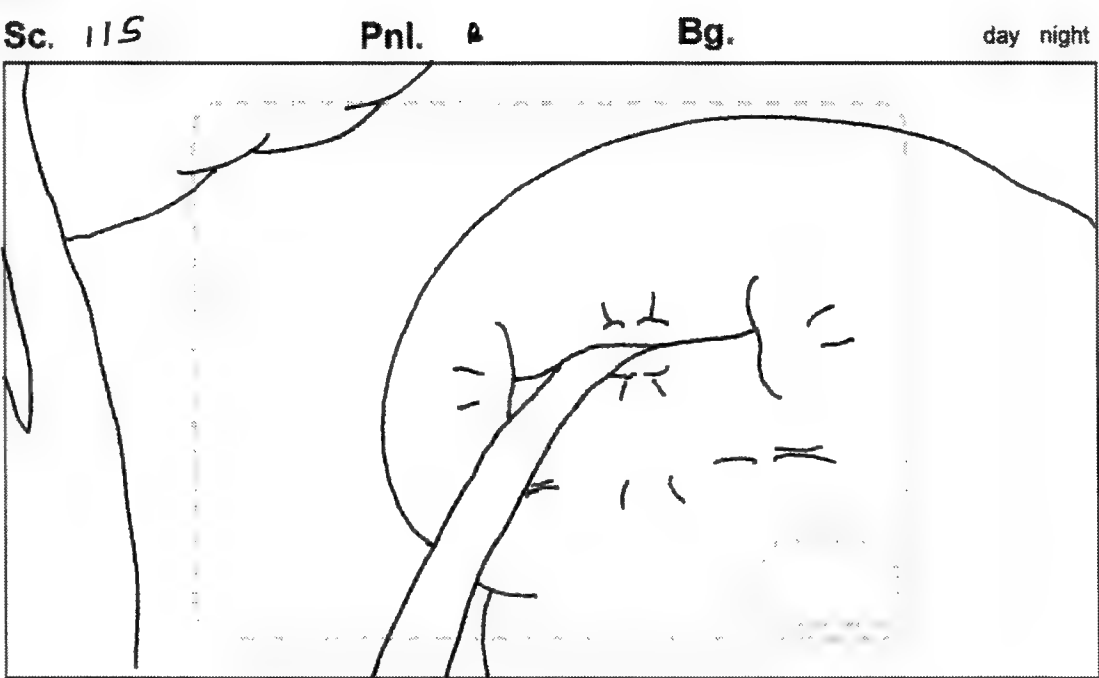
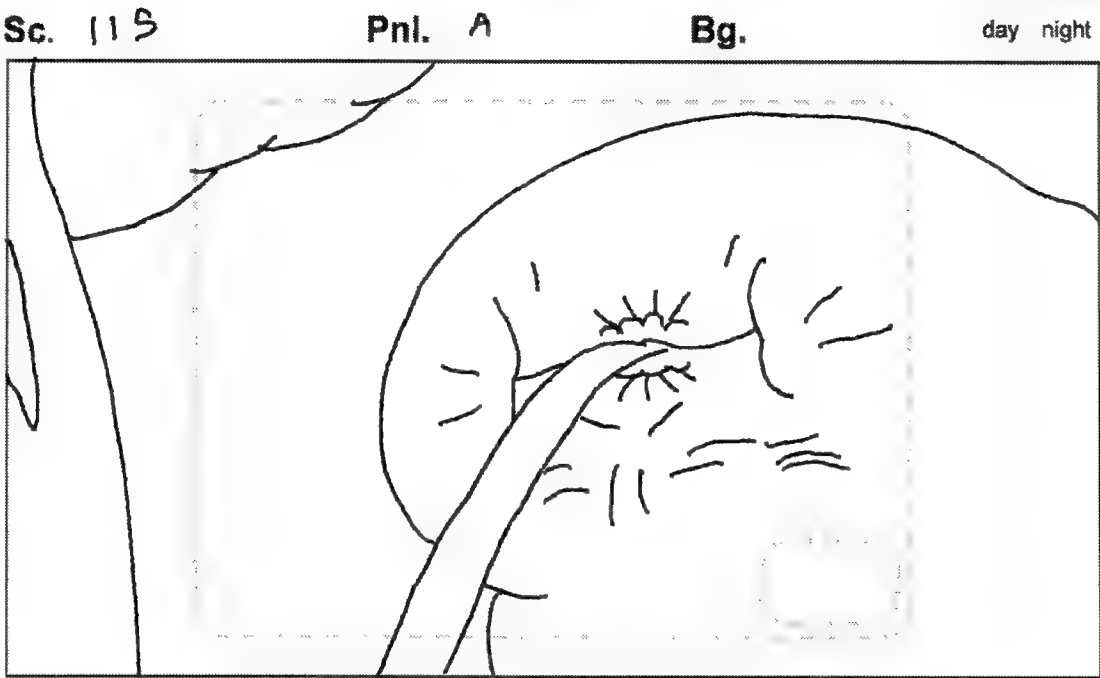
Action:

- RUBS HIM SOOTHINGLY.
- THEY BOTH START GLOWING PINK.

Timing:

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ADVENTURE TIME



Dialog:

(P B SINGING.)

Action:

SO TENSE! GLOWING RELAXING ...

(STILL SUCKING THROUGHOUT THIS SCENE.)

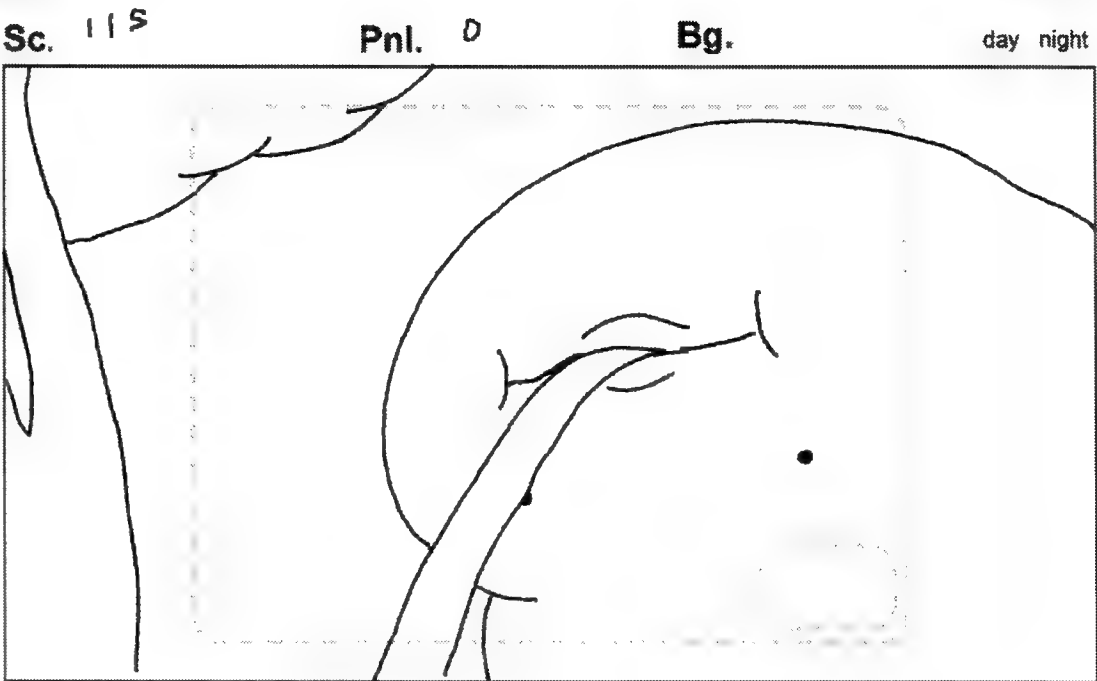
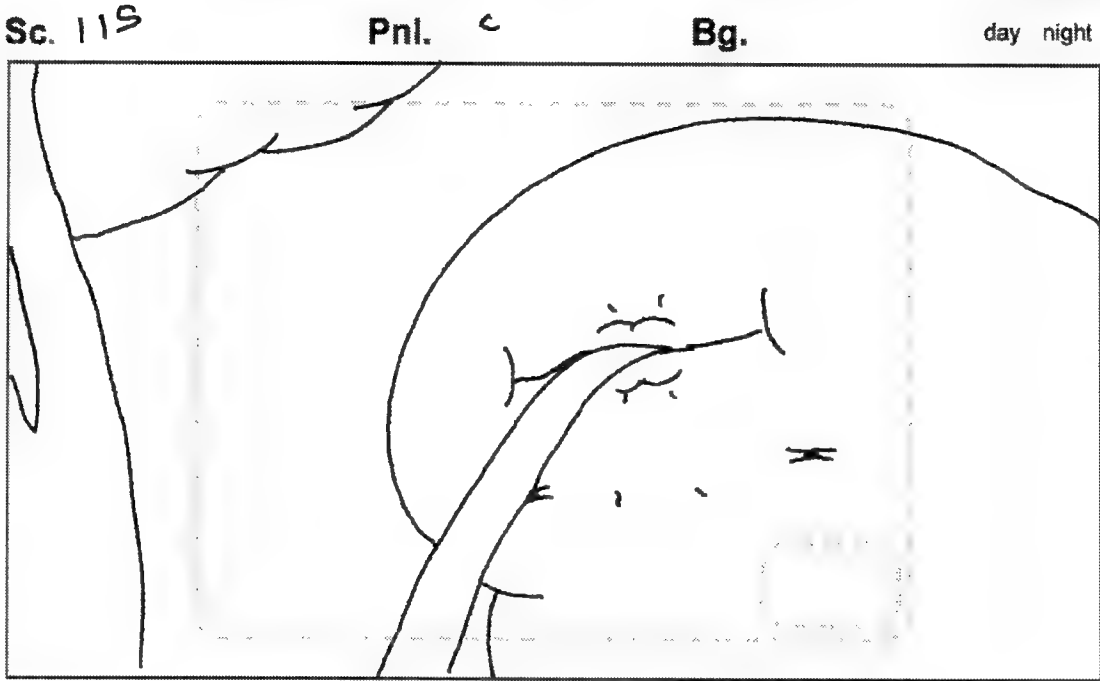
Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME

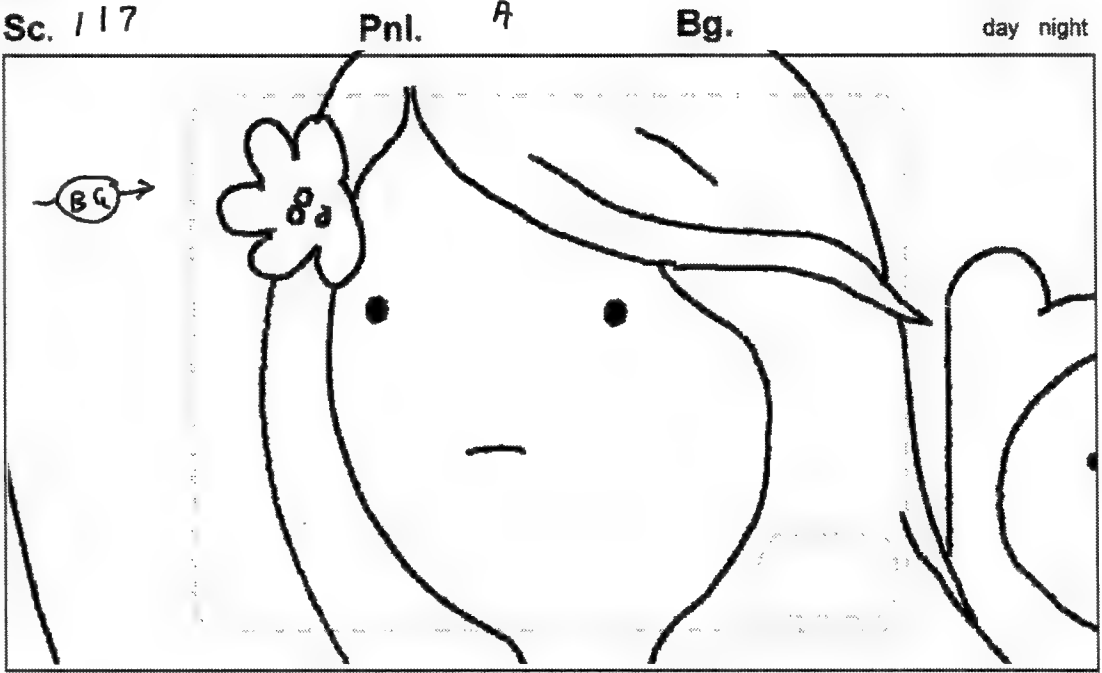
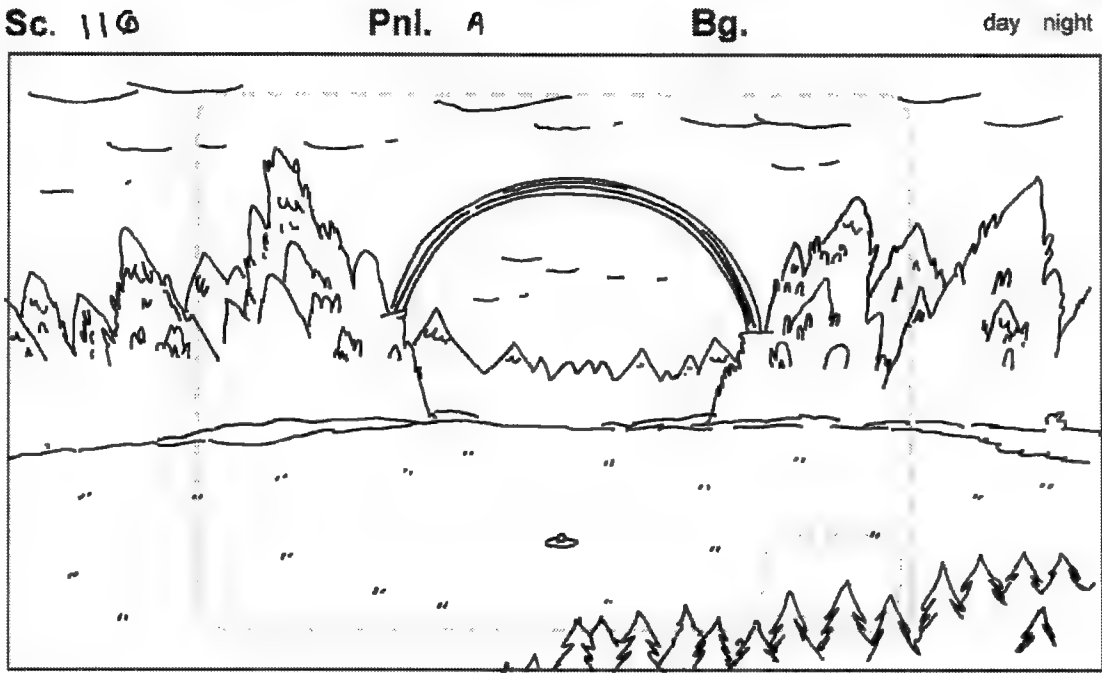


Dialog:
(P B SINGING.)
Action:
RELAXING ... RELAXED
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME



Dialog:	(P B SINGING.)	
Action:	<ul style="list-style-type: none">- POST - RAIN RAINBOW- CANDY KINGDOM SANS CANDY KINGDOM.- GLOWING IN THE CENTER.	= BEAT =
Timing:		

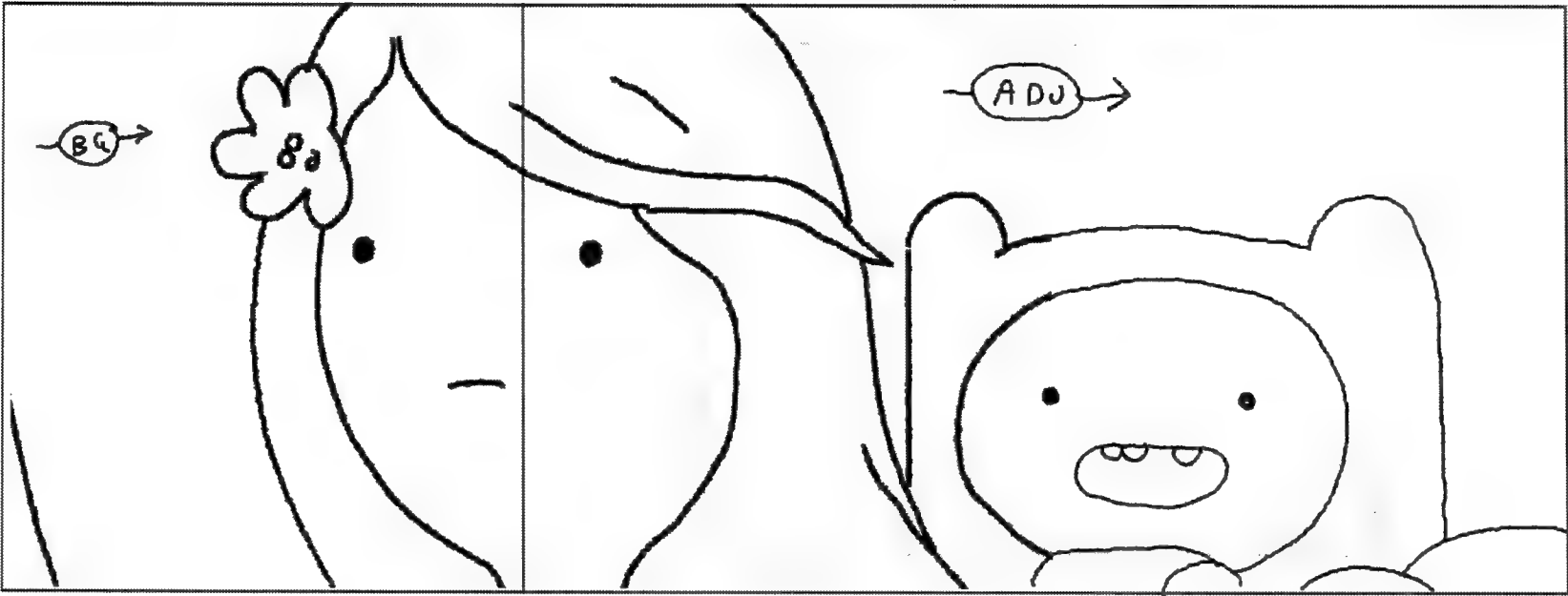
EPISODE # 1034-209
Production :

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ADVENTURE TIME



Sc. 117 Pnl. 3 Bg. day night



Dialog:

@ S'PRETTY QUIET, HUH!!!

Action:

Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME



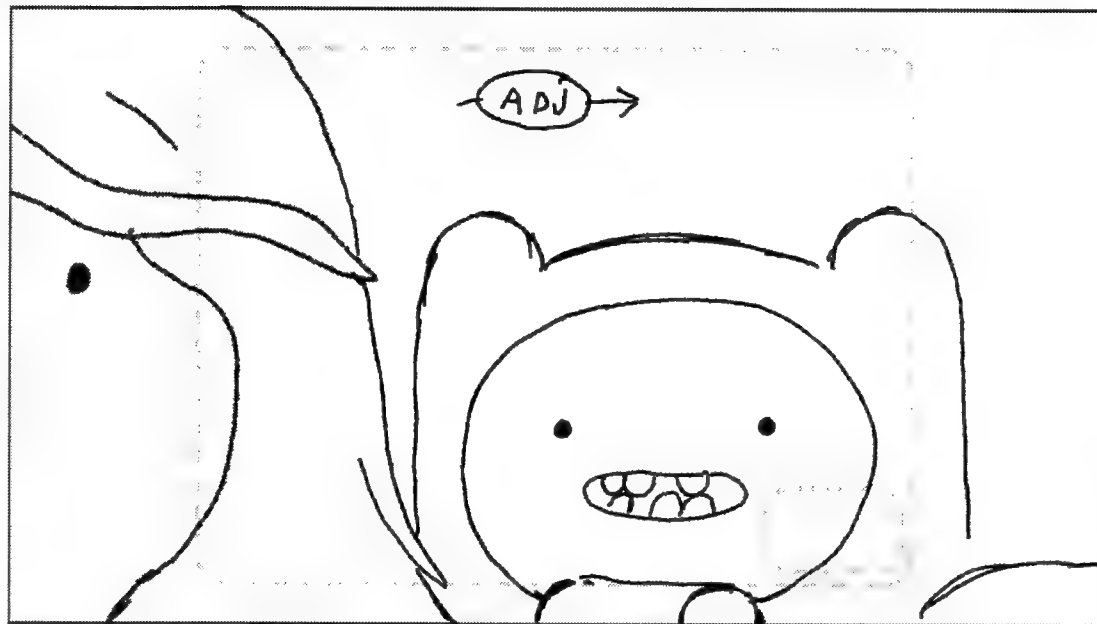
Page 146

Sc. 117

Pnl. C

Bg.

day night



Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

FINN'S REAL PROUD OF HIMSELF.

OFF INTO THE SUNSET.

Timing:

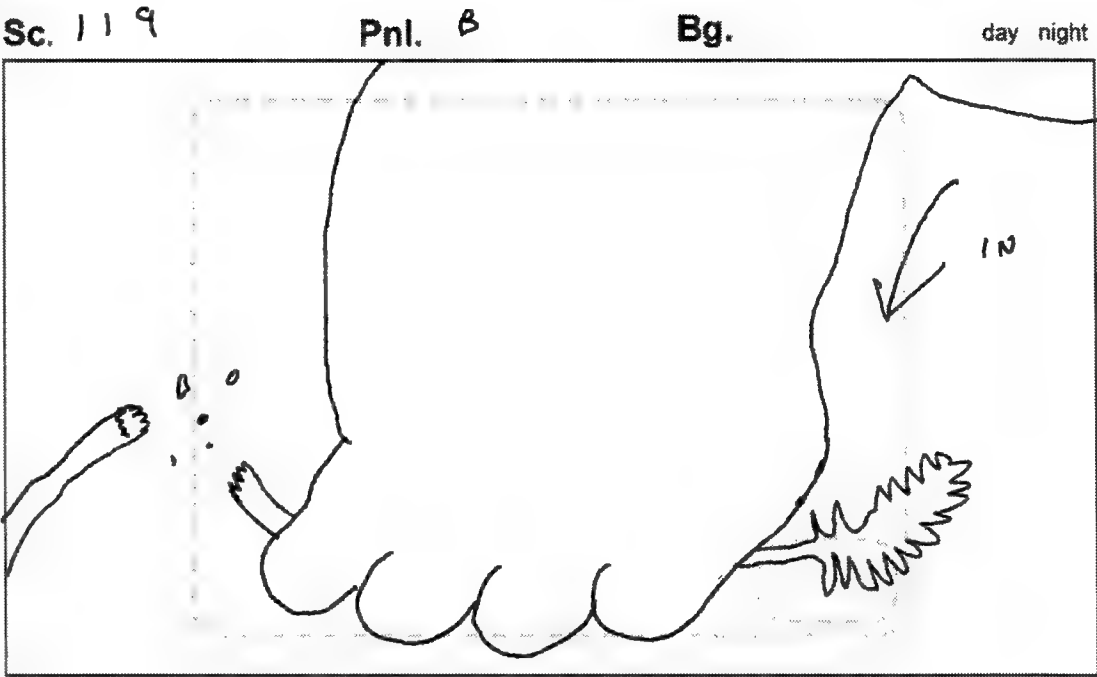
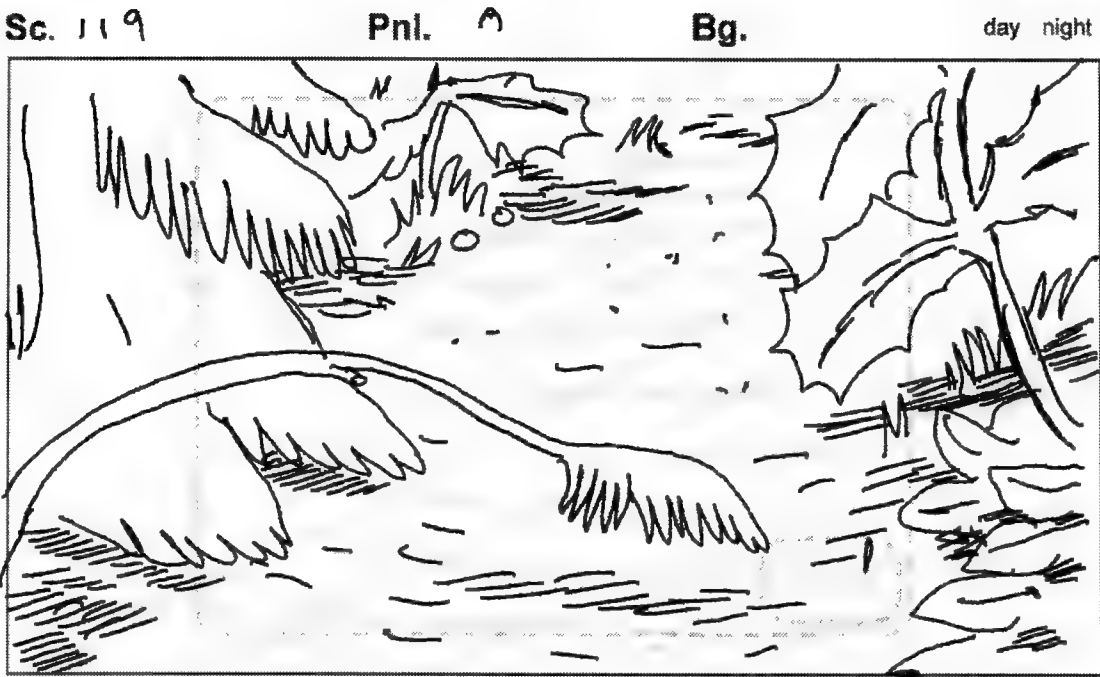
EPISODE #

1034-209

Production :

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ADVENTURE TIME



Dialog:	Ⓣ A BELLOWING: MOAN	Ⓣ WAUGH!! (SFX) SNAP.
Action:		
Timing:		

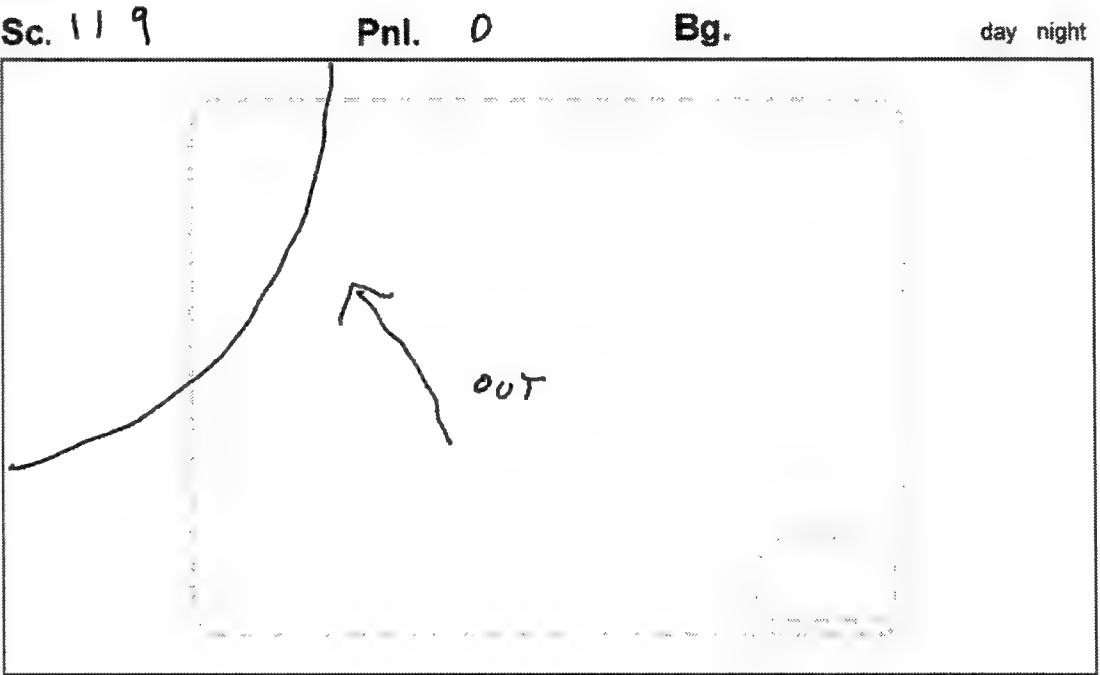
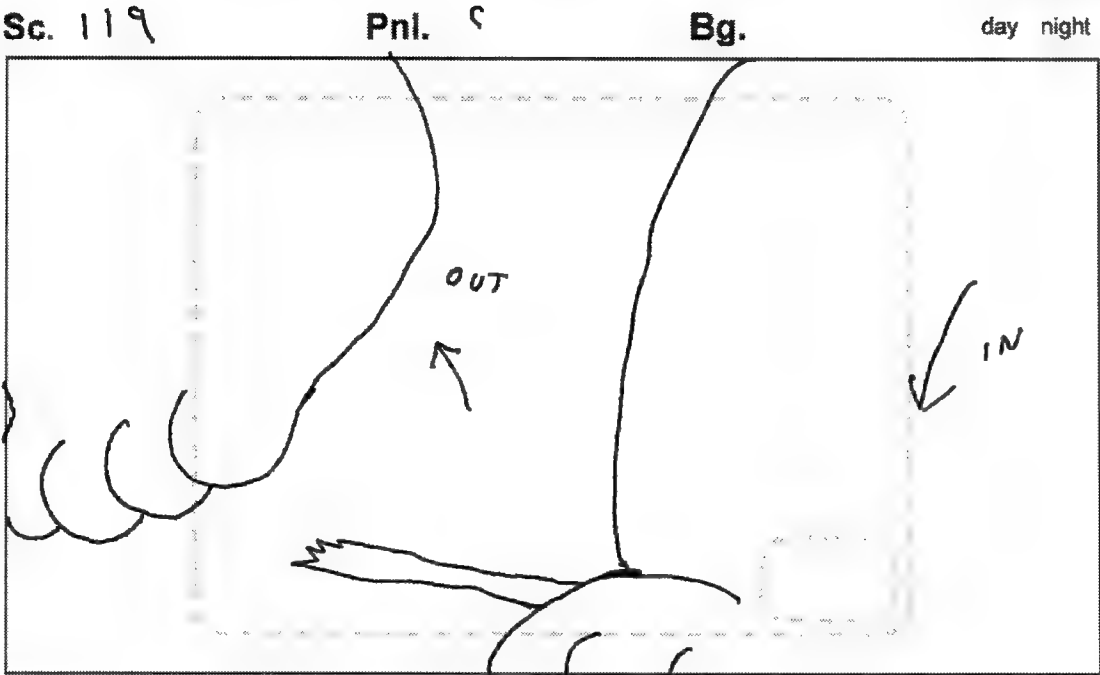
Production :

EPISODE #

1034-209

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ADVENTURE TIME



Dialog:
Action:
Timing:

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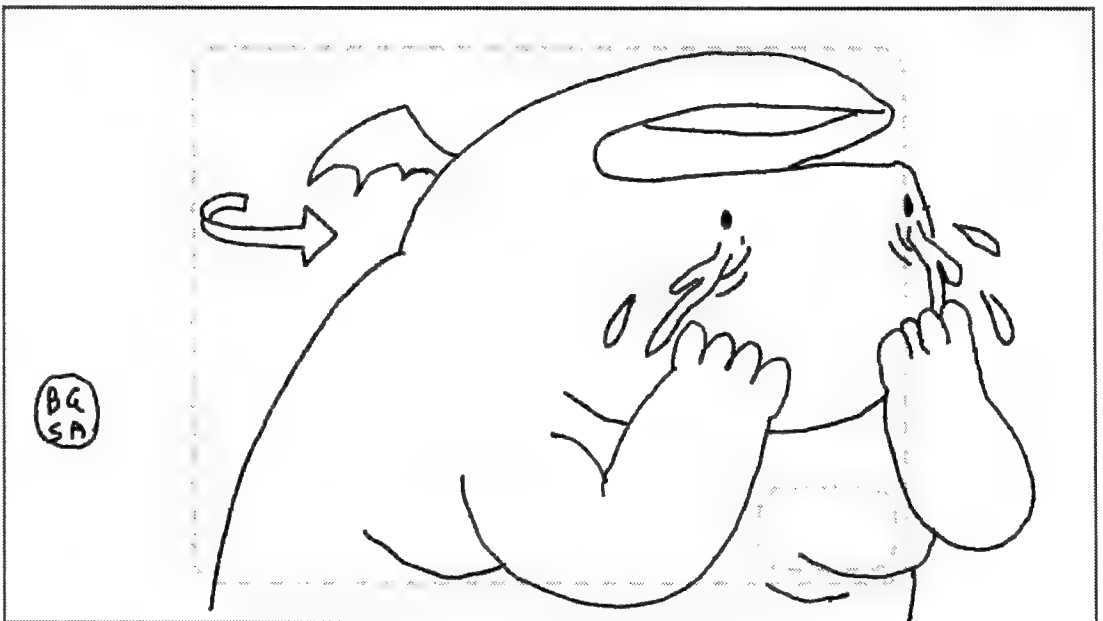
ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 126 Pnl. B Bg. day night



Dialog:
② ≡ WAUGH ≡
② ≡ A W O O O ≡
Action:
Timing:

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ADVENTURE TIME



Sc. 120 Pnl. C Bg. day night

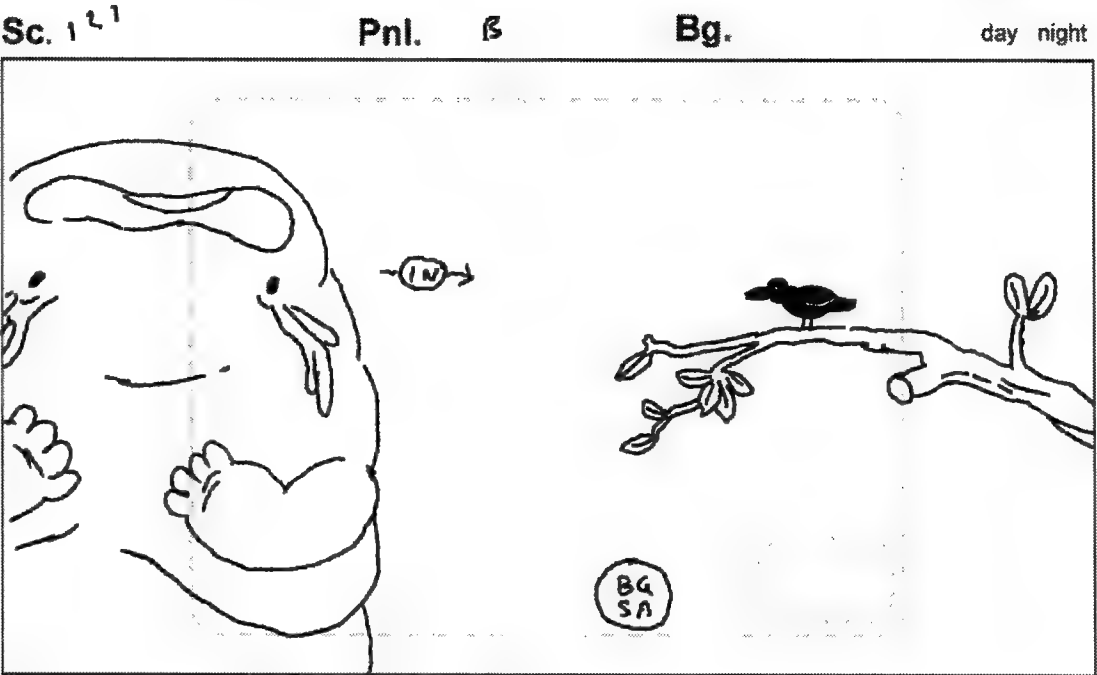
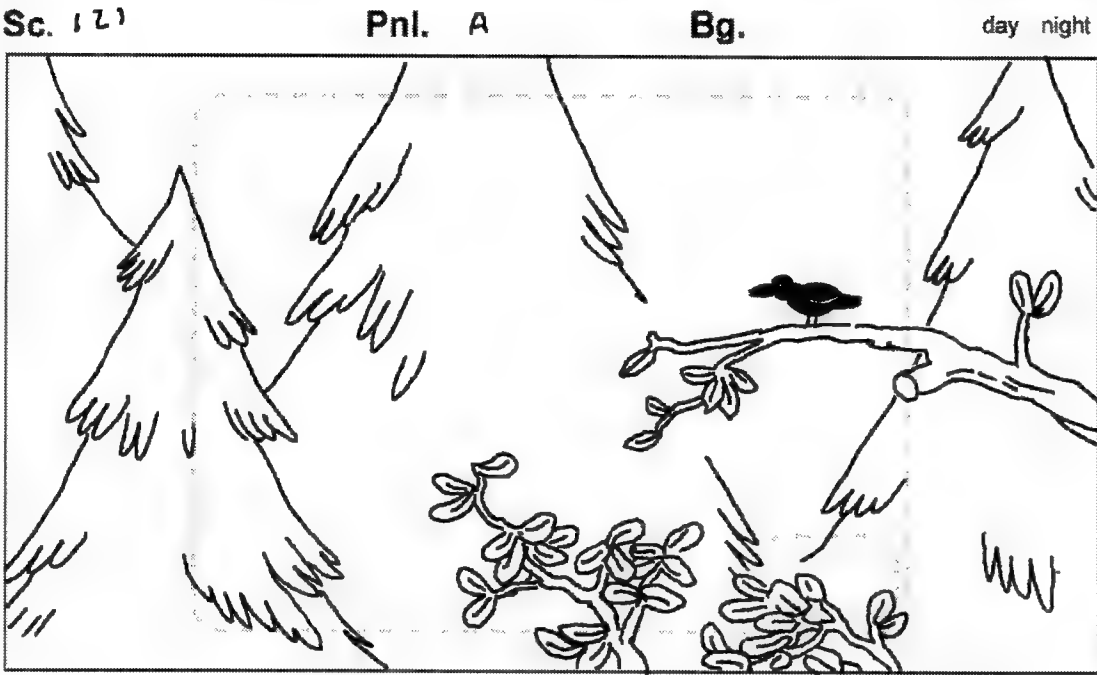
Sc. 120 Pnl. D Bg. day night

Dialog:
Ⓝ - H U A H -
Ⓝ = A W O O O O ! =
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

Production : EPISODE # 1034-209

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ADVENTURE TIME

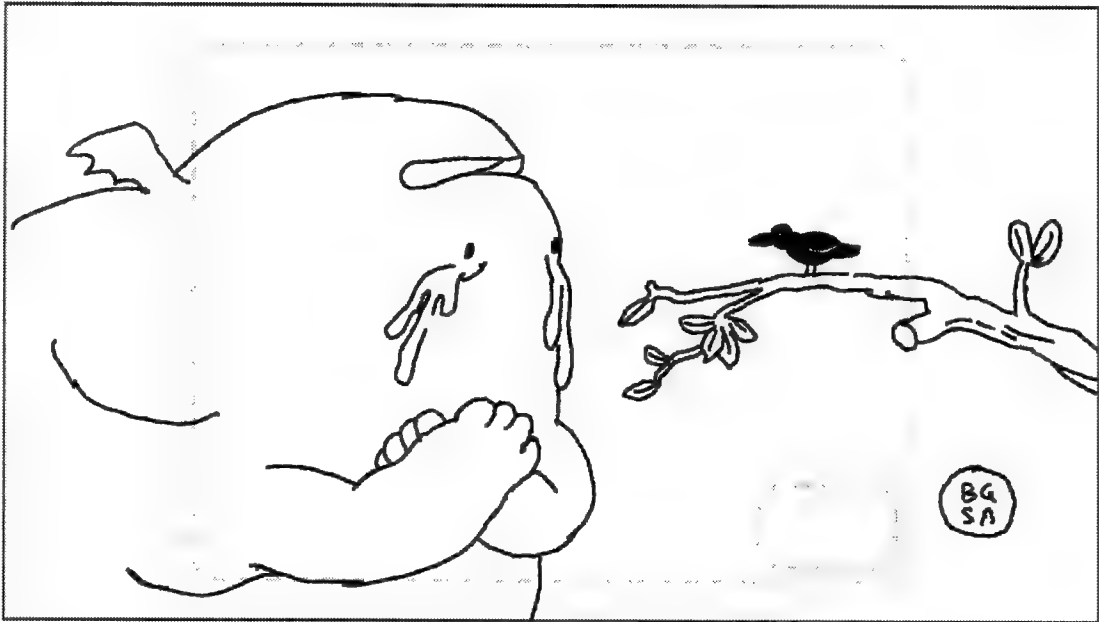


Sc. 121

Pnl. c

Bg.

day night

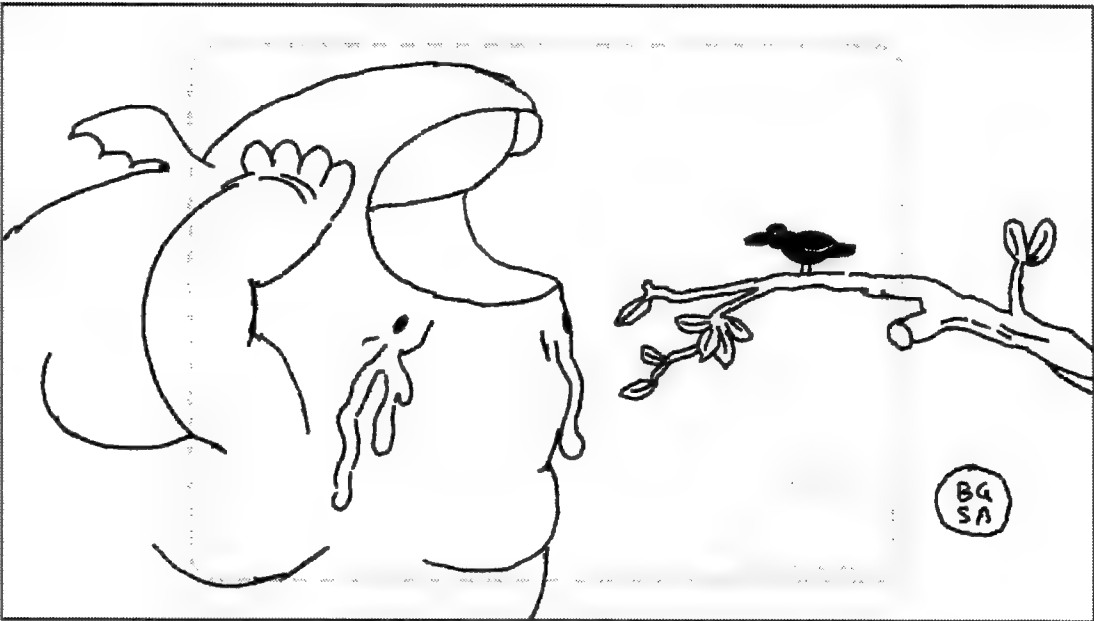


Sc. 121

Pnl. D

Bg.

day night



Dialog:

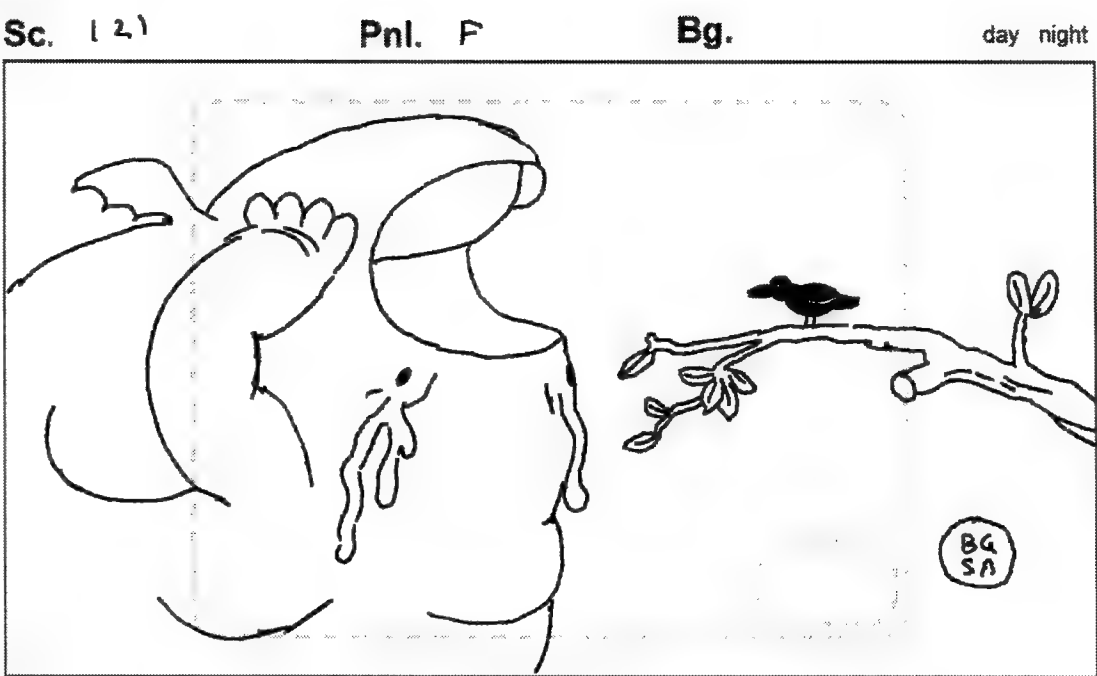
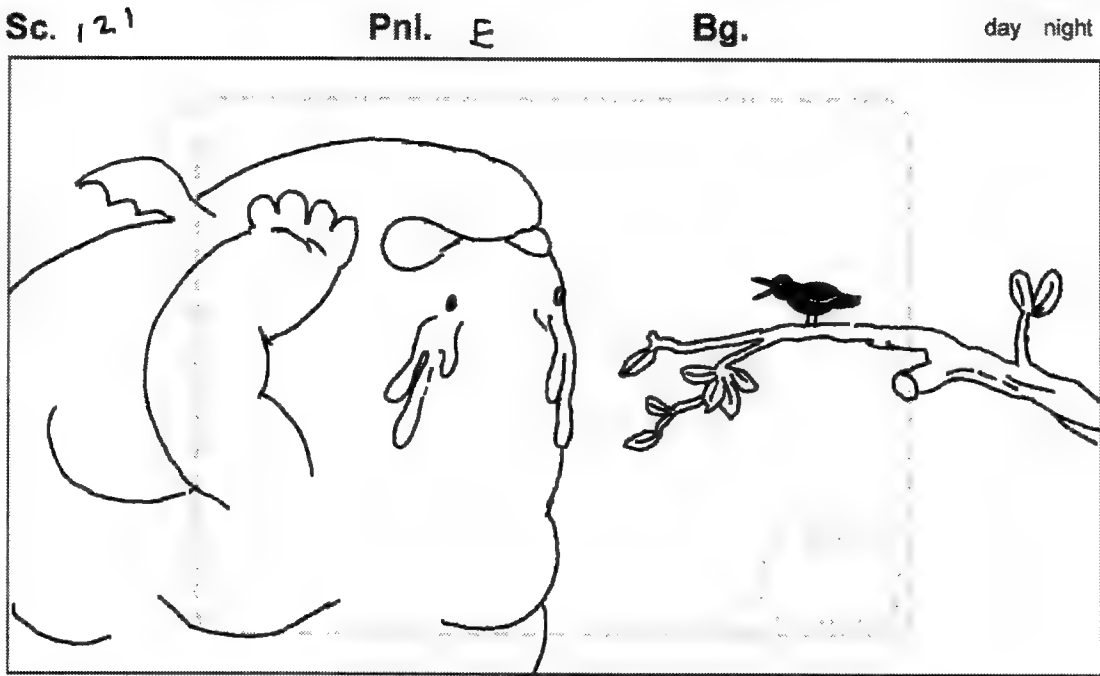
② / WHEEE!!!

Action:

Timing:

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ADVENTURE TIME

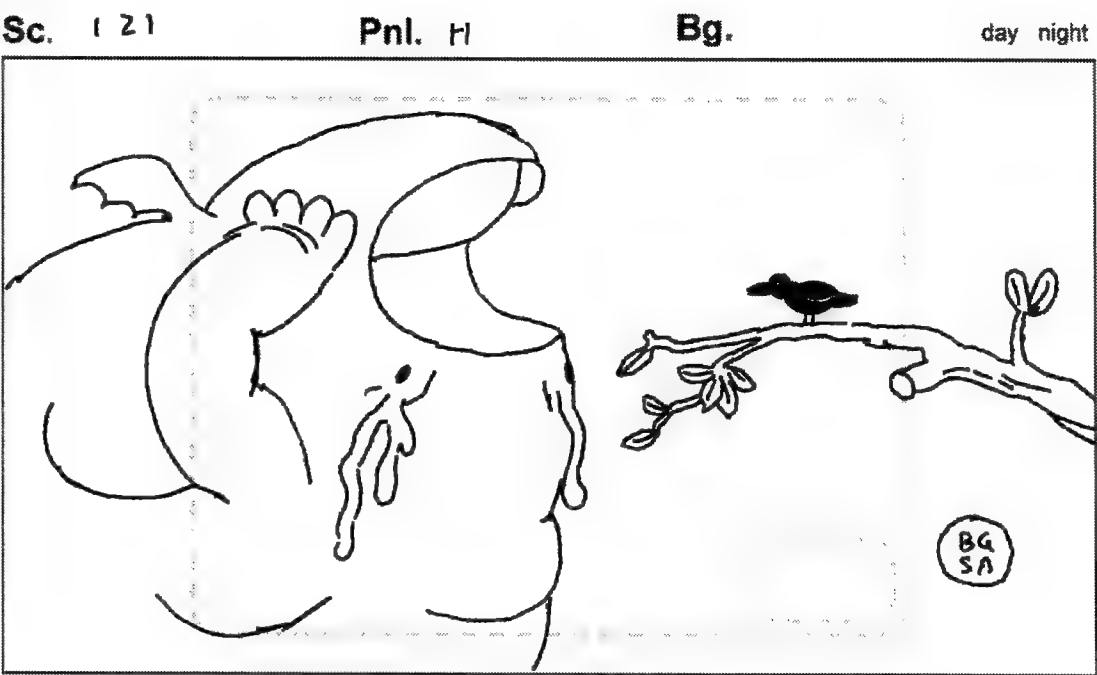
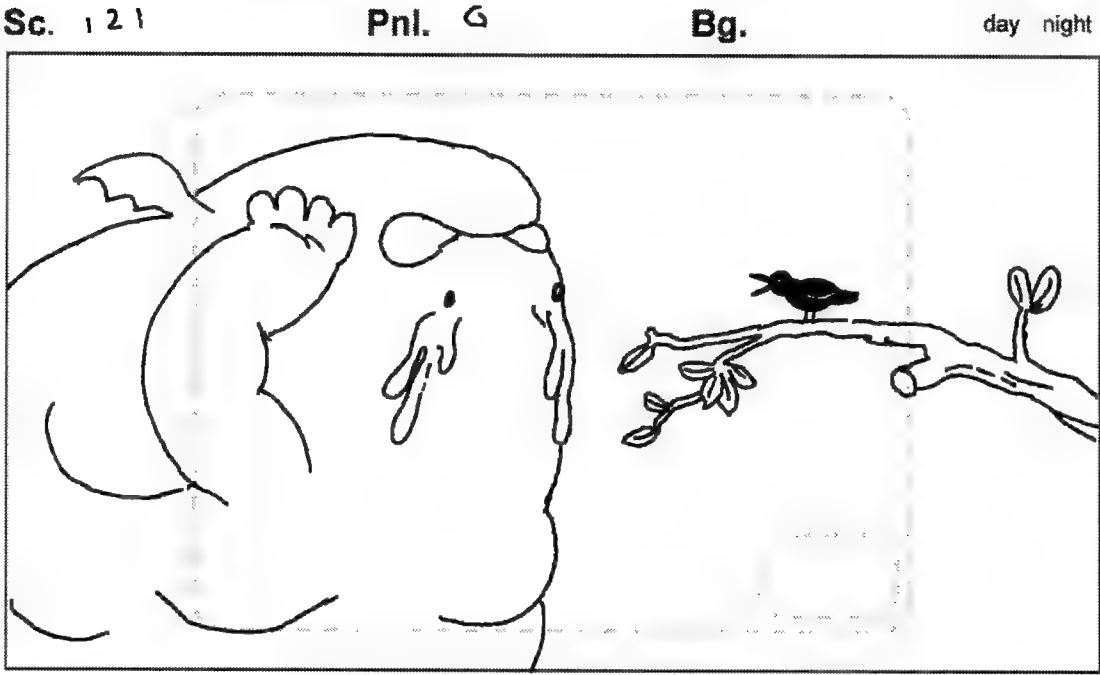


Dialog:	(CROW) CAW! WHEEE!!!
Action:	(MOUNTING LOUDNESS)
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME

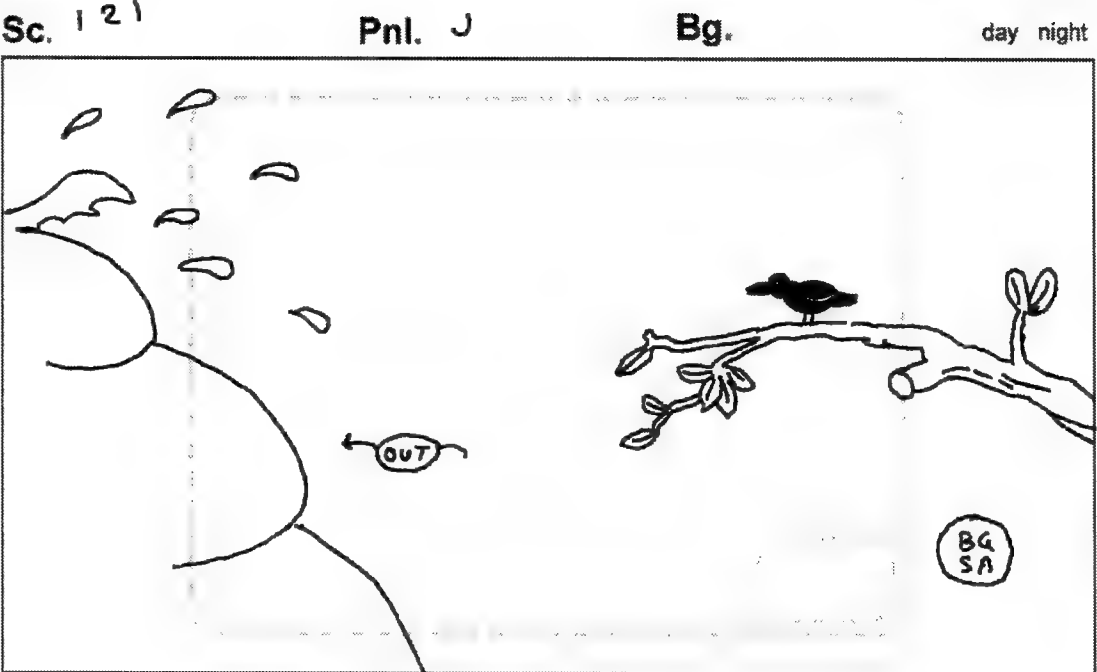
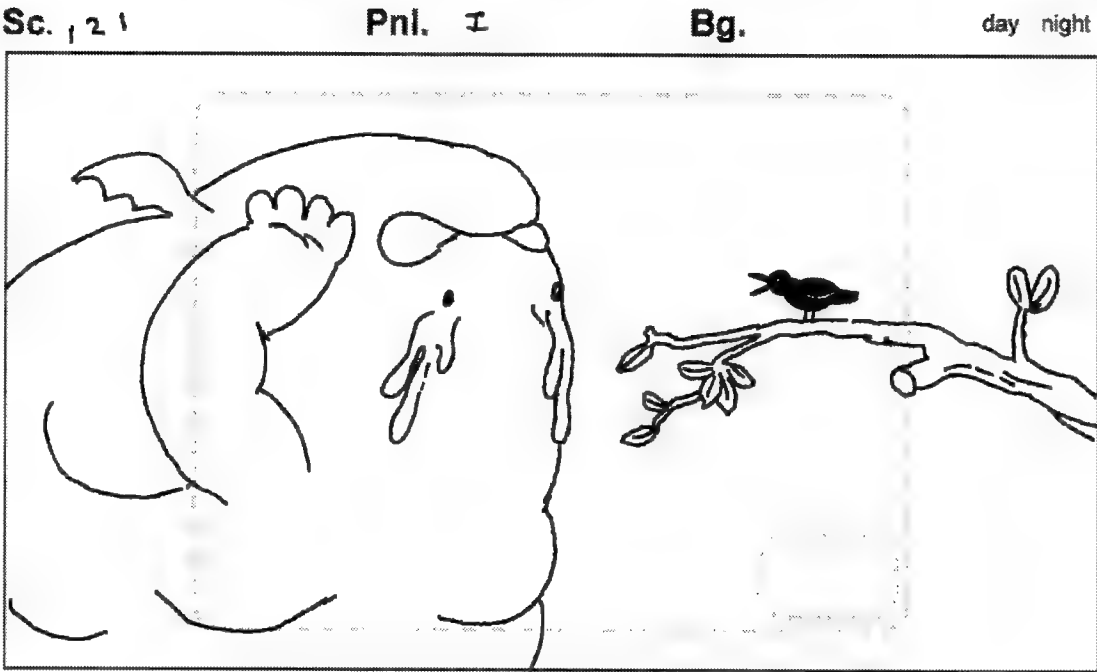


Dialog:	(CROW) CAW!	(N) WHEEE!!!
Action:	(MOUNTING LOUDNESS)	
Timing:		

Production :
EPISODE # 1034-209

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ADVENTURE TIME



Dialog:	<p>(CROW) CAW!</p> <p>(N) AH BOO HOO BOO HOO!</p>
Action:	
Timing:	

EPISODE # 1034-209

Production :

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ADVENTURE TIME

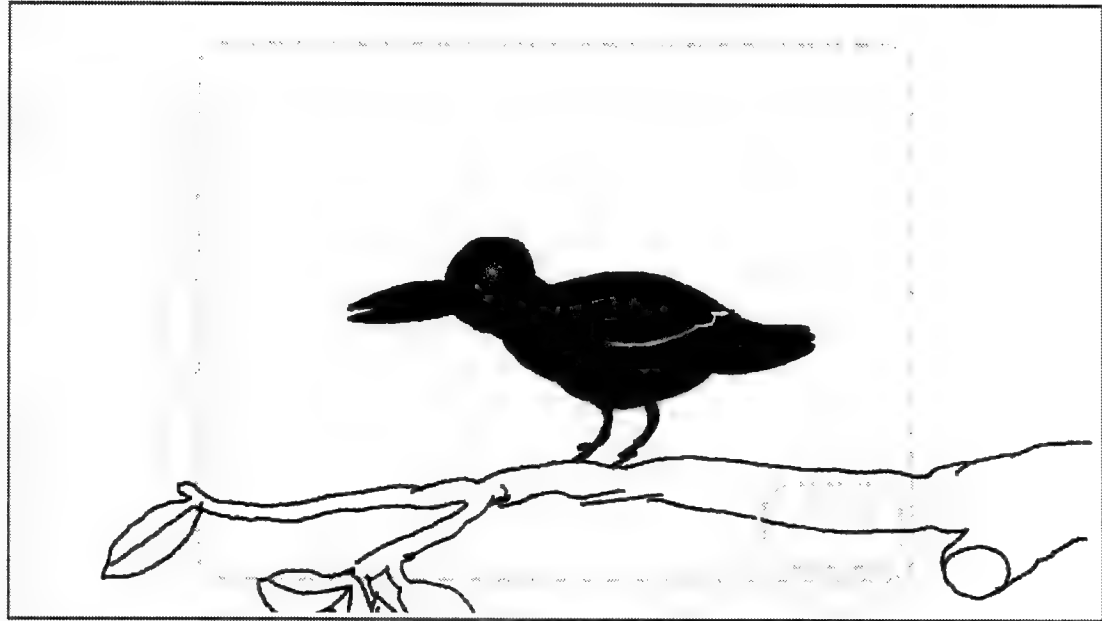


Sc. 122

Pnl. A

Bg.

day night

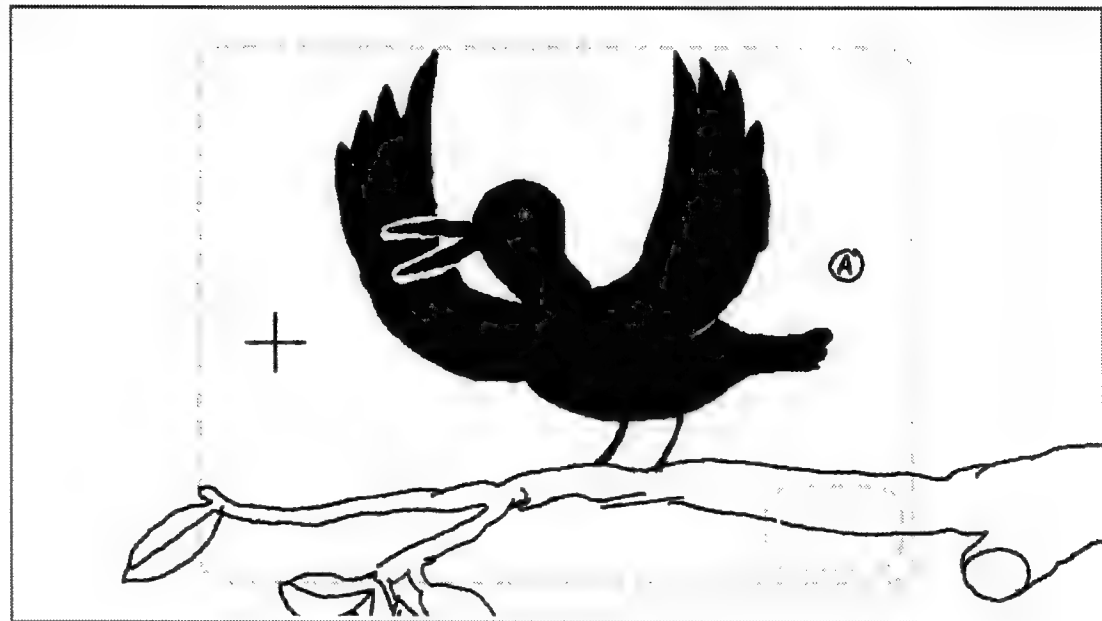


Sc. 122

Pnl. B

Bg.

day night



Dialog:	
Action:	
Timing:	

RAISES THE ROOF.

+

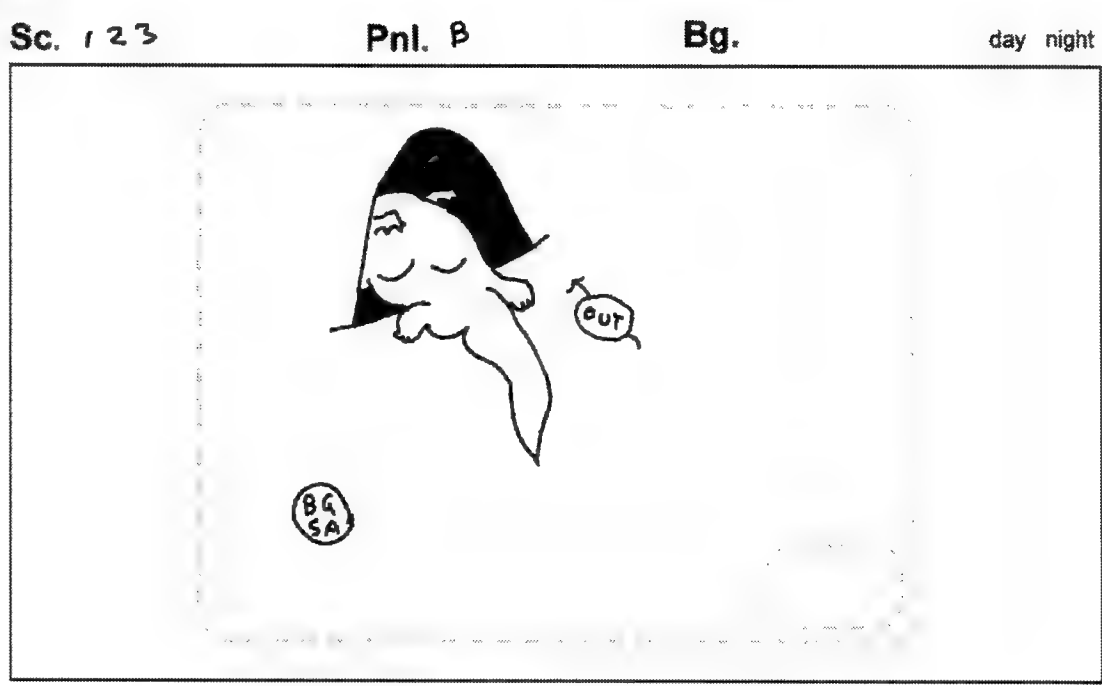
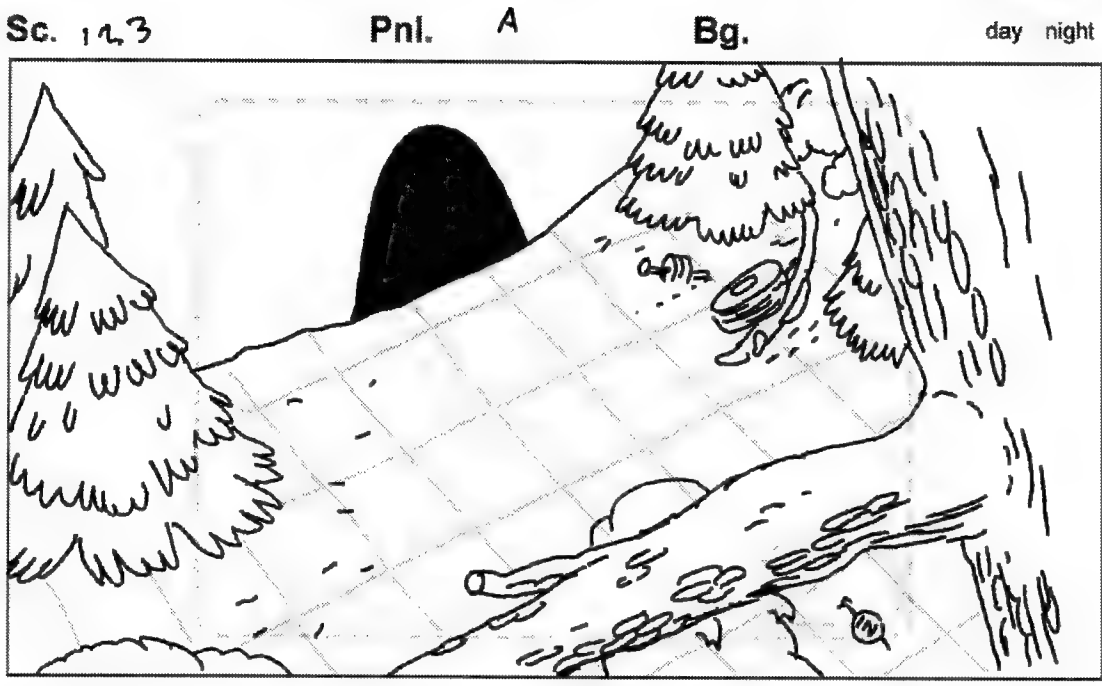
B A B A B

EPISODE # 1034-209

Production :

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ADVENTURE TIME



Dialog:
(N) AH BLOO BLOO BLOO!
Action:
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME

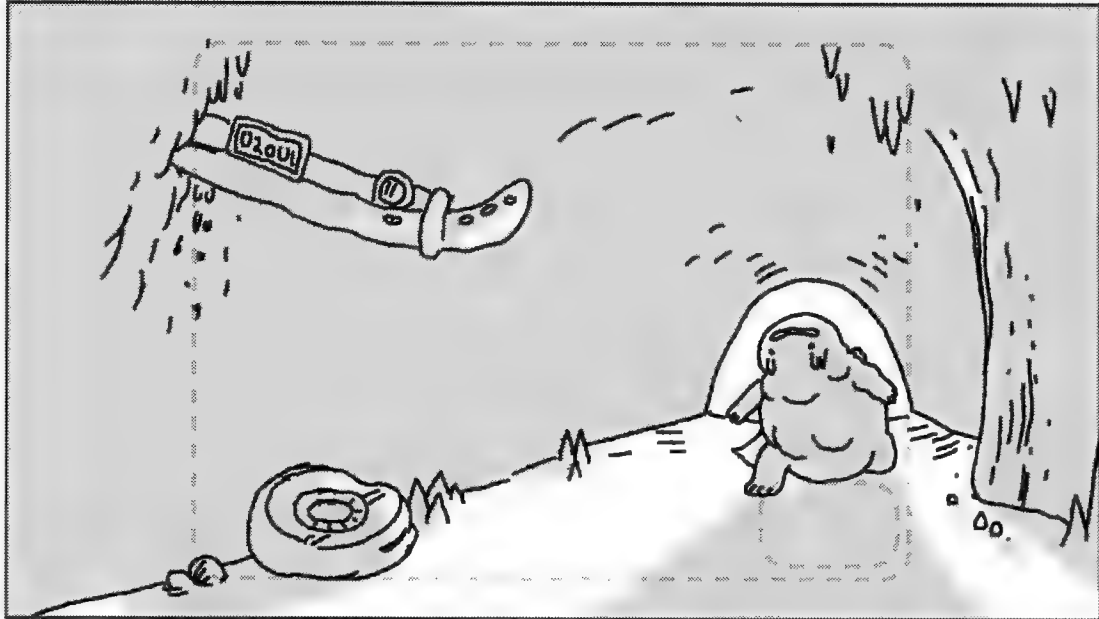


Sc. 124

Pnl. A

Bg.

day night



Sc. 124

Pnl. B

Bg.

day night



Dialog:

@/ WHEHH!

Action:

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



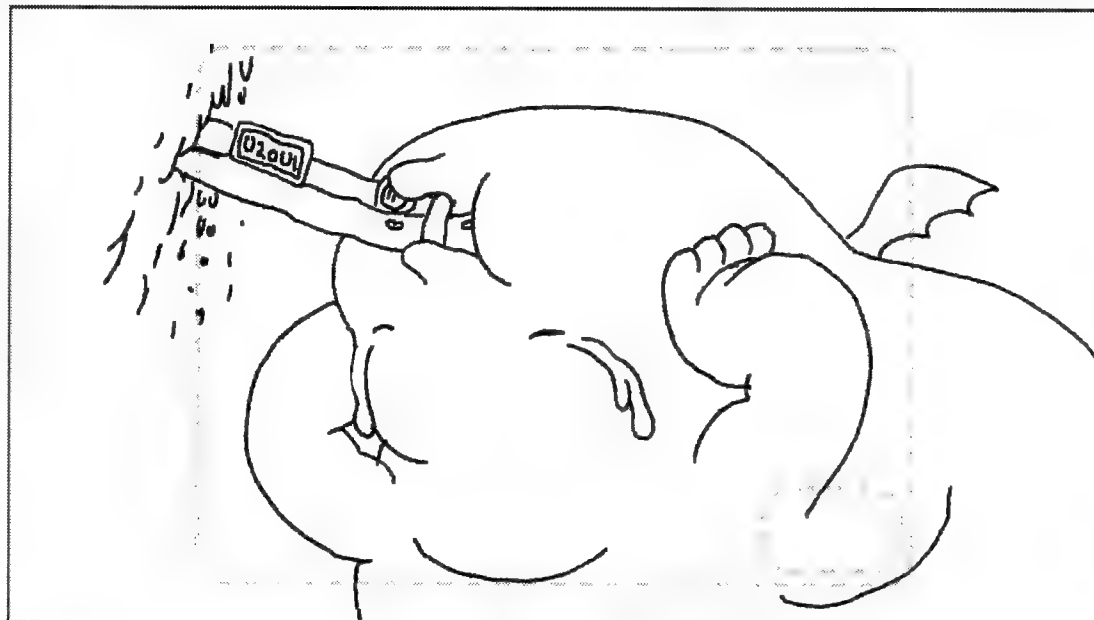
Page 159

Sc. 124

Pnl. C

Bg.

day night

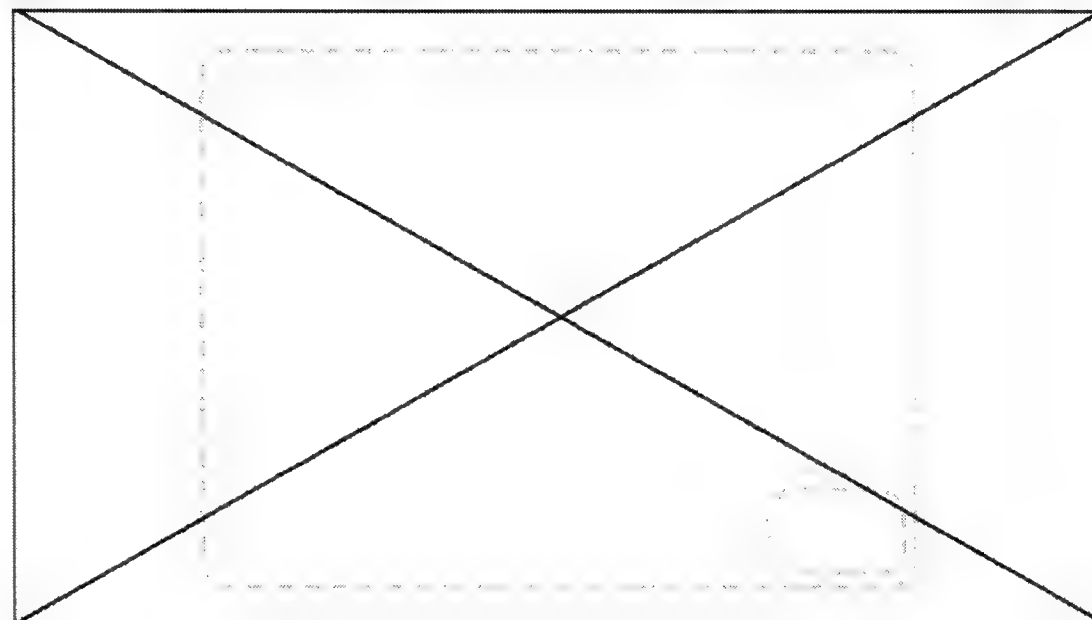


Sc. -

Pnl. -

Bg.

day night



Dialog:

(N)

MMM - SUK!
MMM - SUK!
MMM - SUK!

Action:

↑
JUST FILTHY SOUNDING.
NEEDIEST SUCKING.

Timing:

EPISODE #

1034-209

Production :

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ADVENTURE TIME



Sc. 124

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-209

HW
Cute

ADVENTURE TIME



Page **161**
day night

Sc. **125**

Pnl. A

Bg.

day night



Sc. **125 cont** Pnl. B

Bg.

day night



Dialog:

~~SFX~~ PFT

Action:

-CANDY FLAP CREATES NO JUICE, ONLY A PUFF
OF PINK DUST.

JAN 27 2015

Timing:

EPISODE # **1034-209**

1034/209

Production :

1034/209

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ADVENTURE TIME

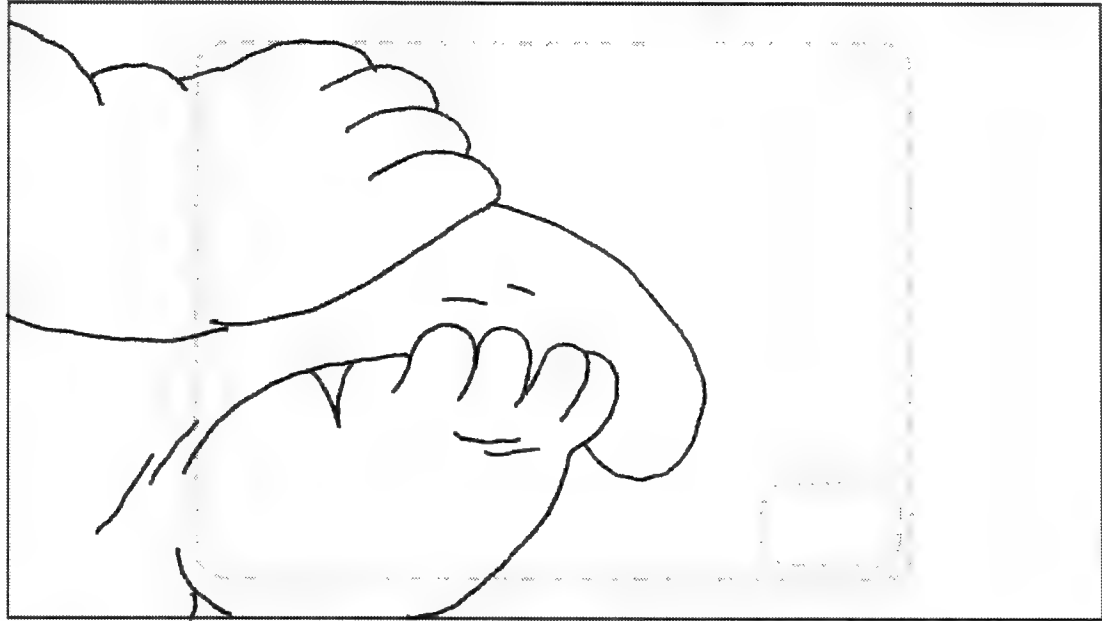


Sc. 125

Pnl. c

Bg.

day night

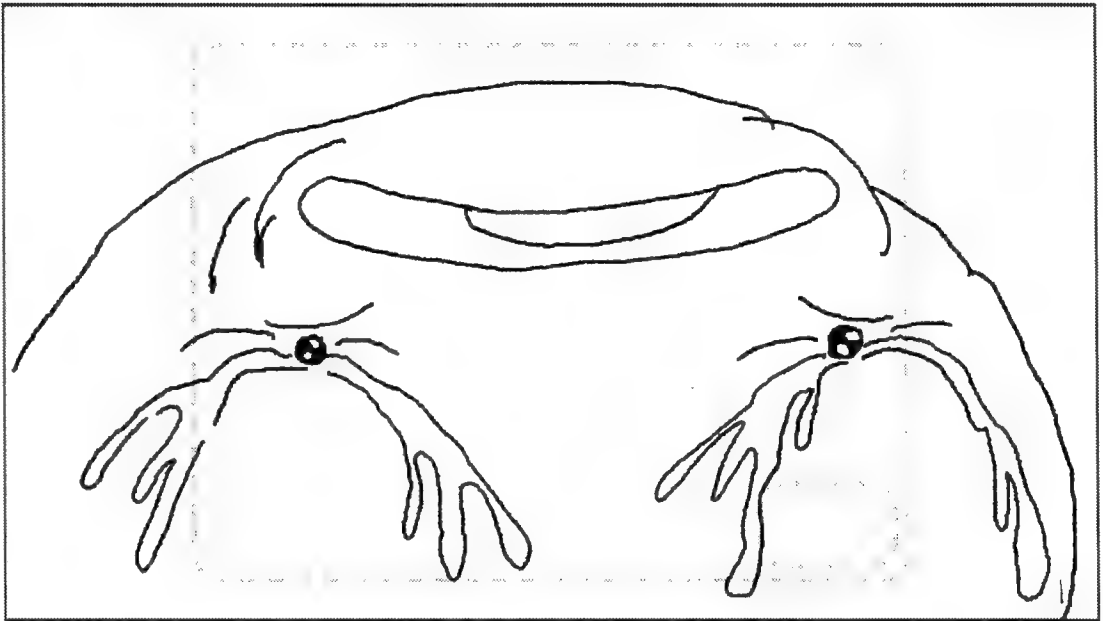


Sc. 126

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME



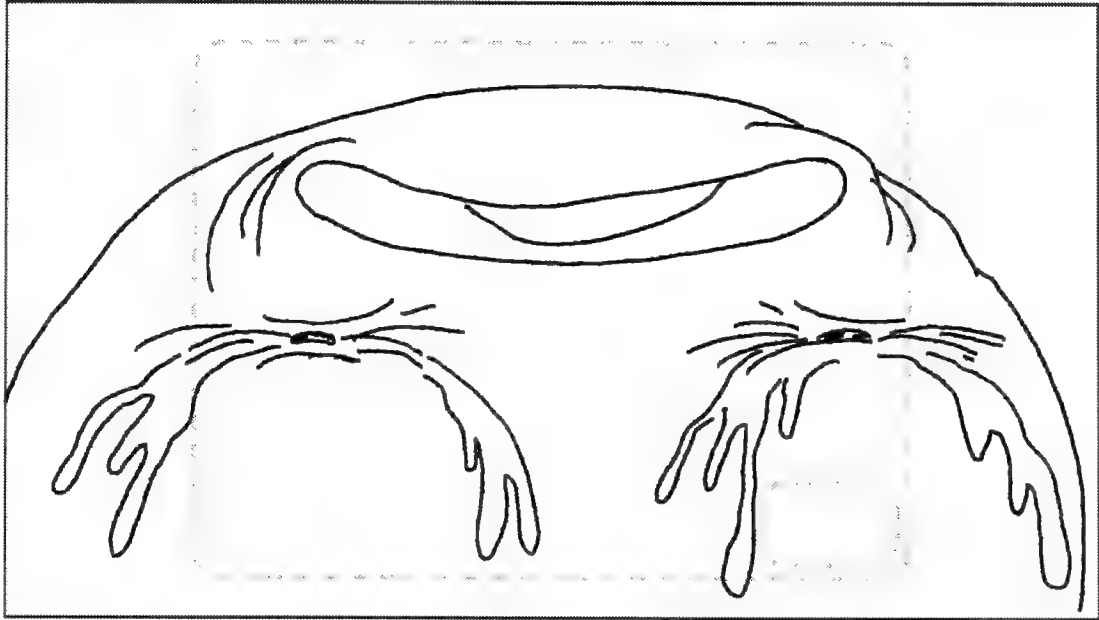
Page 163

Sc. 126

Pnl. 8

Bg.

day night

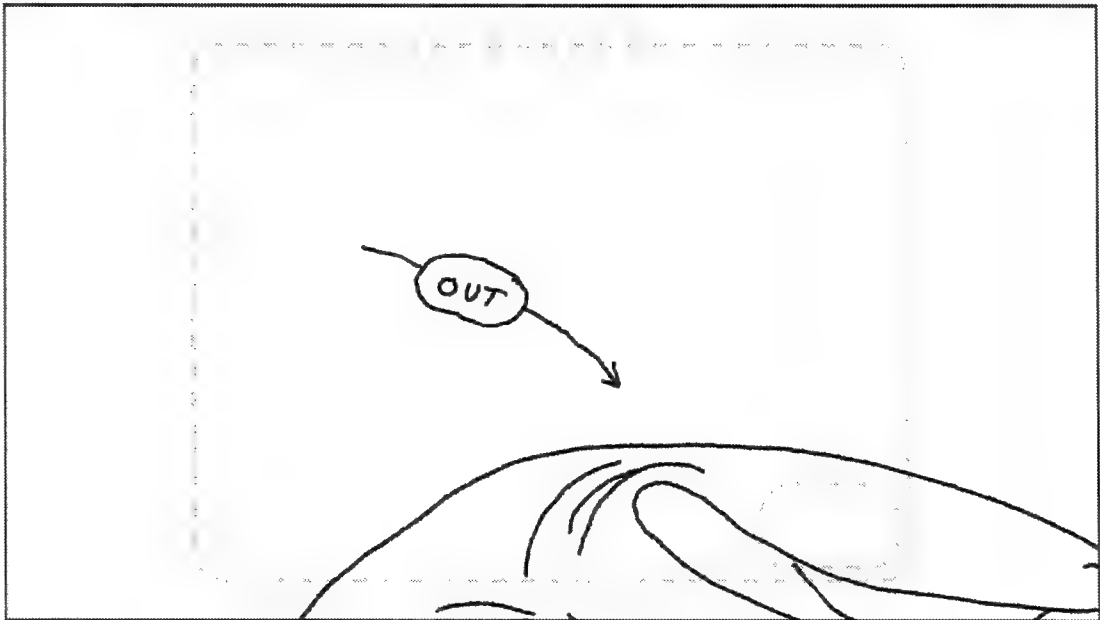


Sc. 126

Pnl. c

Bg.

day night



Dialog:

NY SOB

Action:

LOWERS HIMSELF SADLY.

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

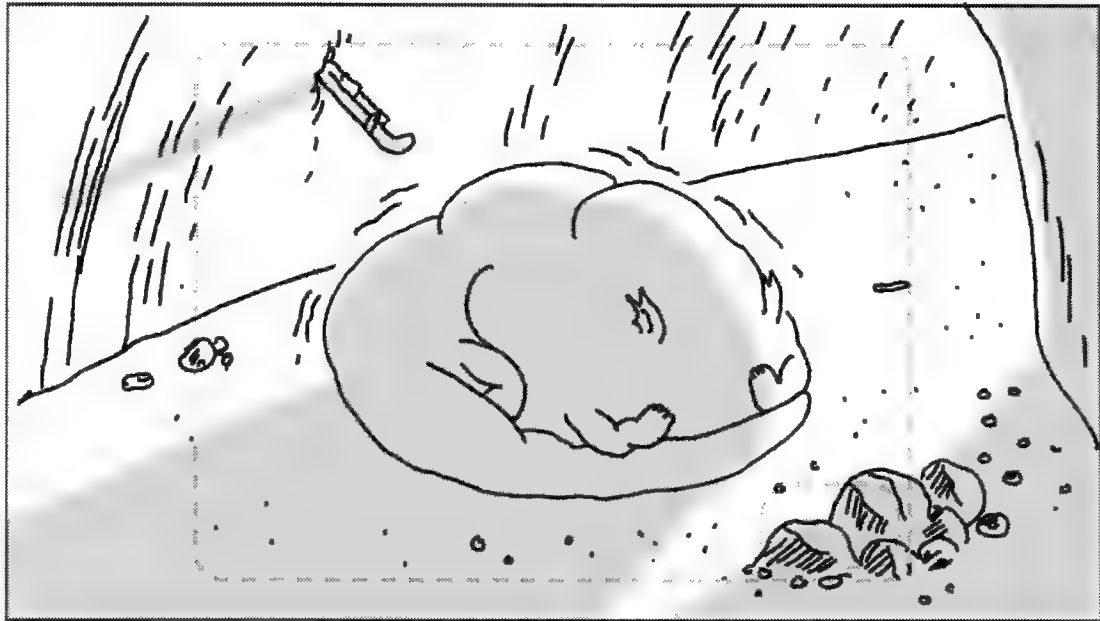


Sc. 127

Pnl. A

Bg.

day night



Sc. 127

Pnl. B

Bg.

day night



Dialog:

Action:

SHIVERING & SOBBING.

BG FADES TO BLACK.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc. 127

Pnl. <

Bg.

day night

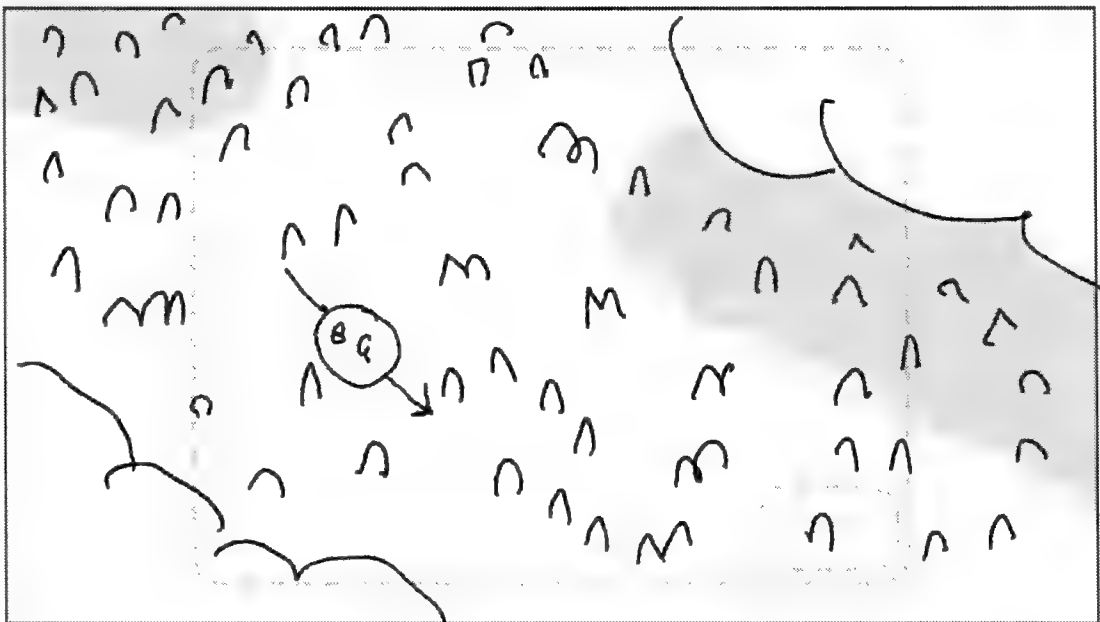


Sc. 128

Pnl. A

Bg.

day night



Dialog:

Action:

FADE TO BLACK.



CLOUDS & TREETOPS

Timing:

EPISODE #

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Production :

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ADVENTURE TIME

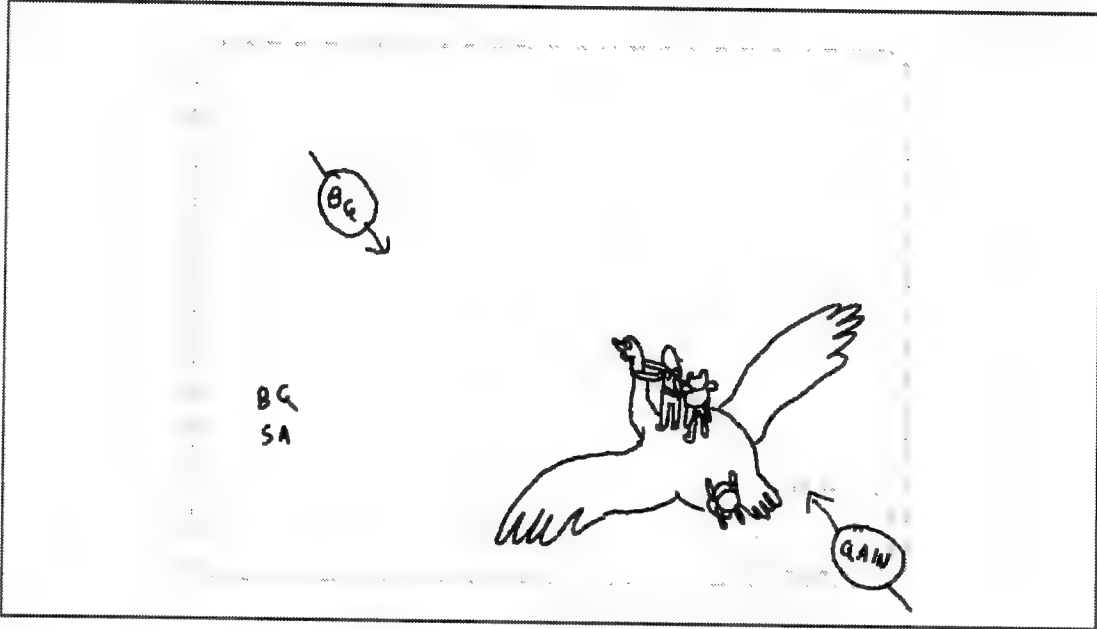


Sc. 128

Pnl. B

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

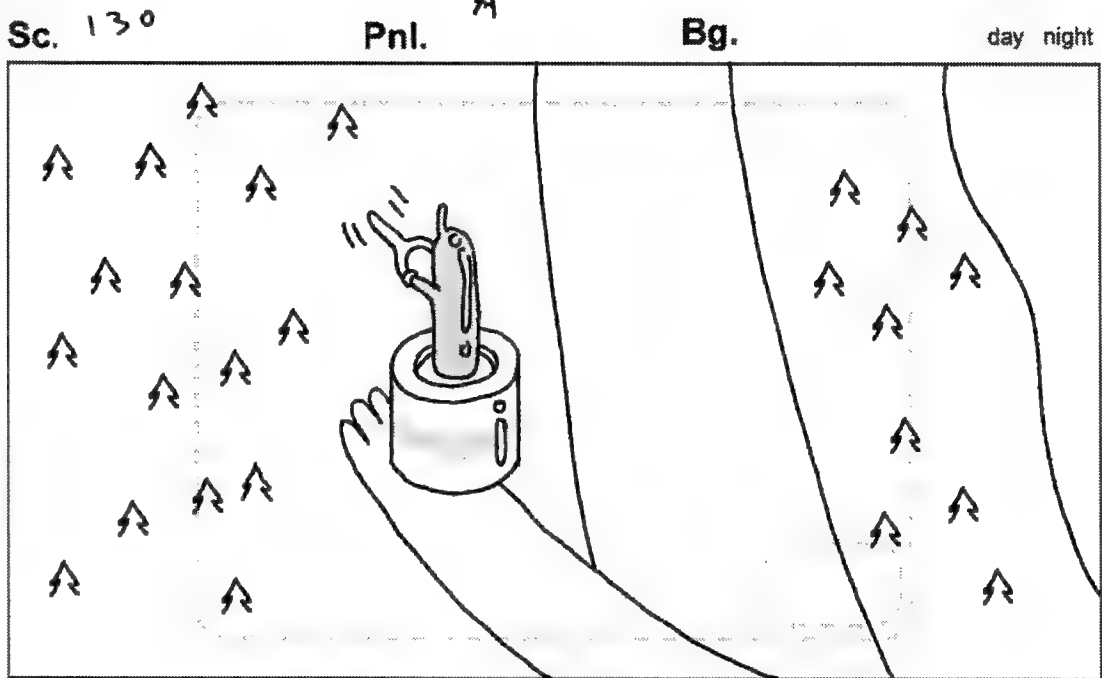
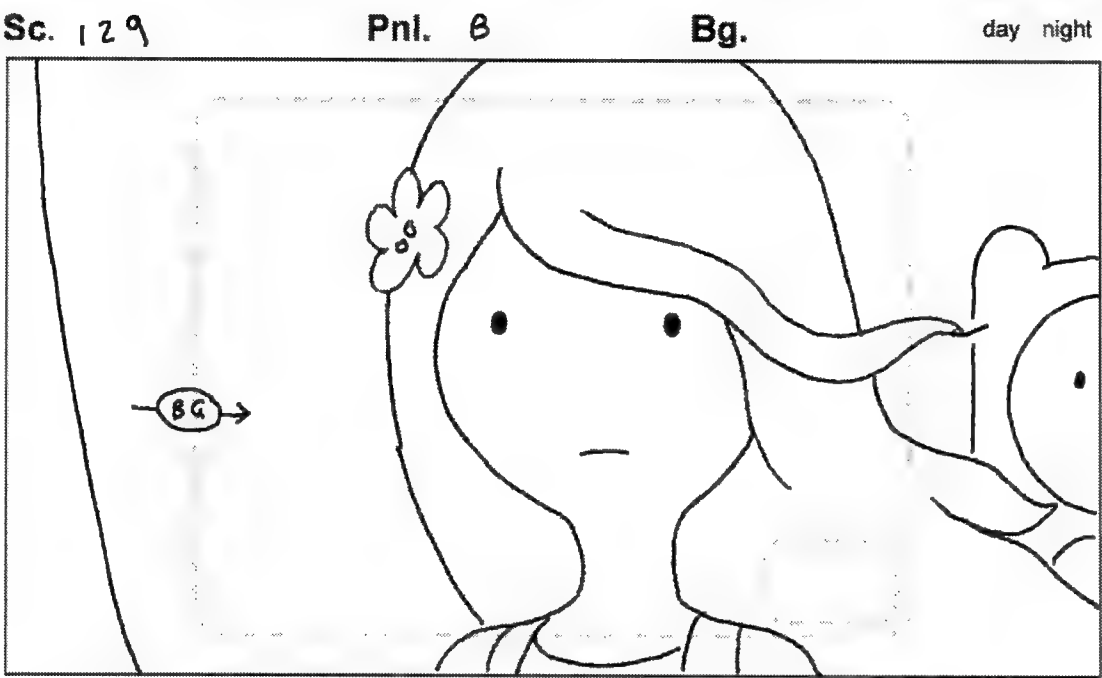
Action:


Timing:

Production :
EPISODE # 1034-209

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ADVENTURE TIME



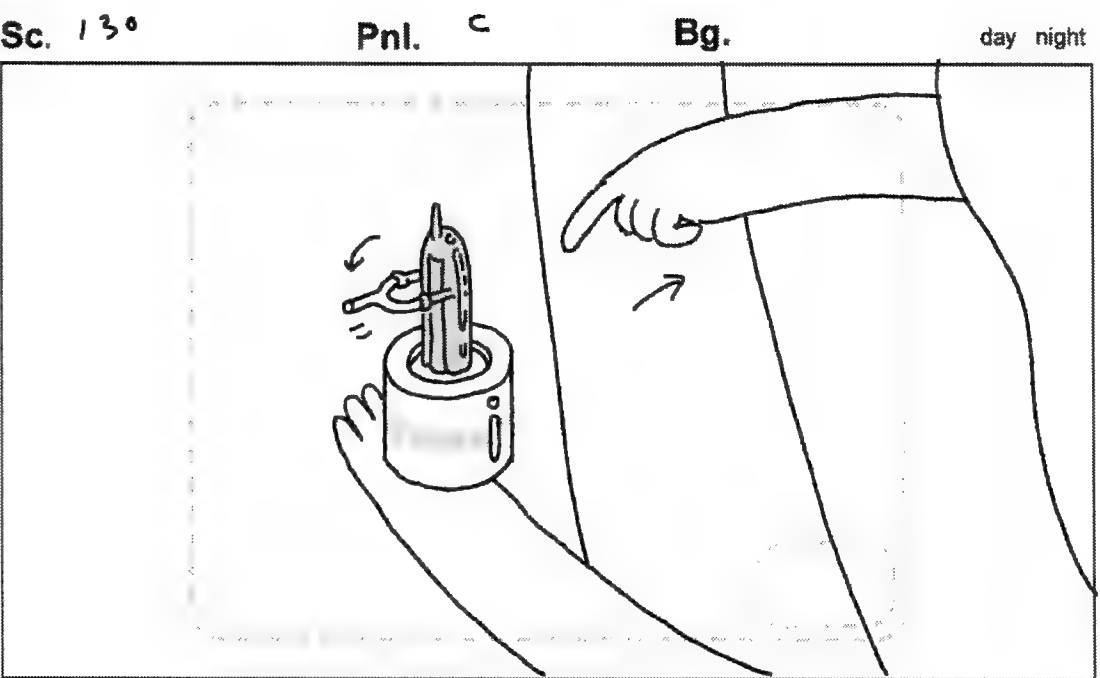
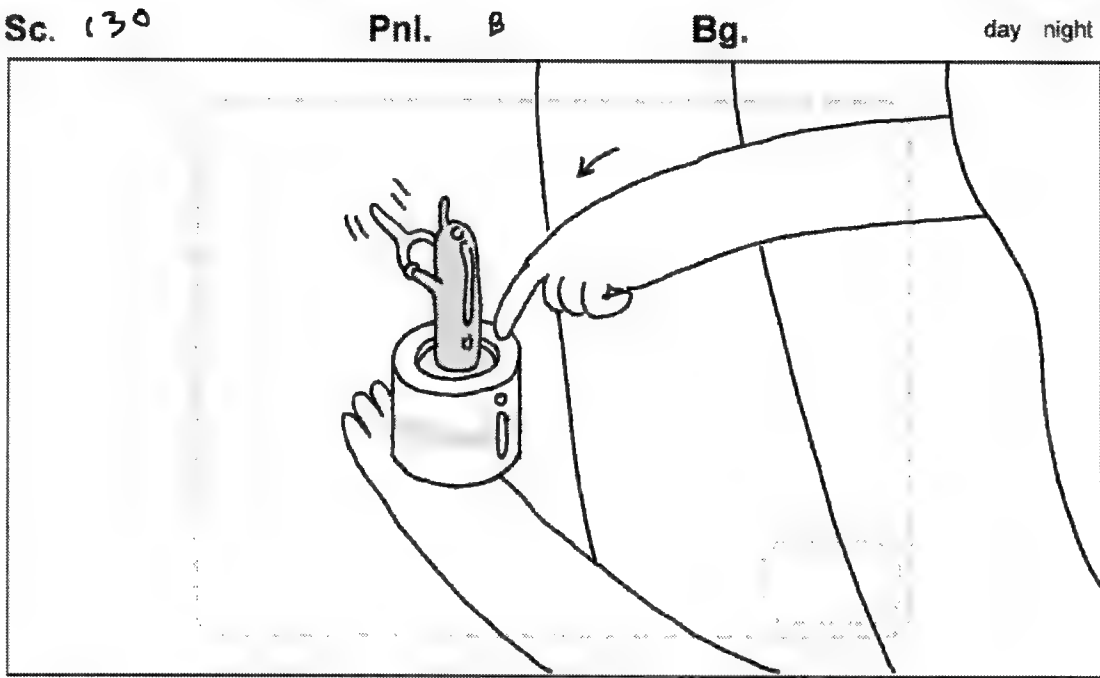
Dialog:	
Action:	
Timing:	<div><p>PALE PINK →</p><p>WHITE →</p><p>PALE GREEN →</p></div>  <p>THE BOB-ROD. LACQUERED WOOD, FOLK-ARTY, GERMAN.</p>

EPISODE # 1034-209

Production :

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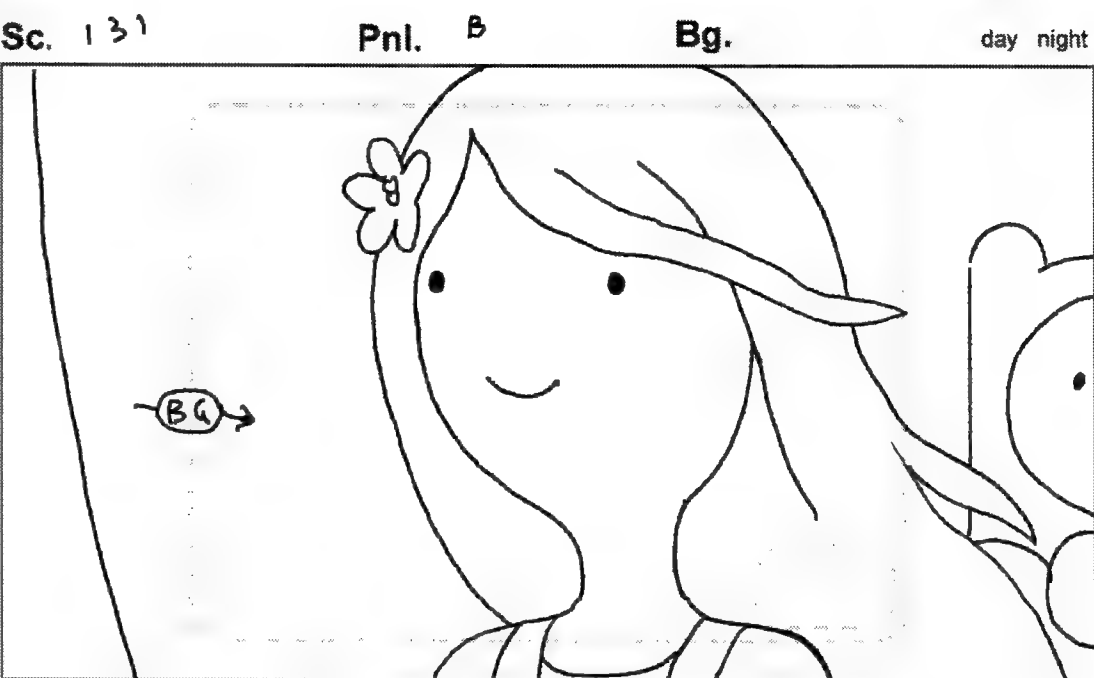
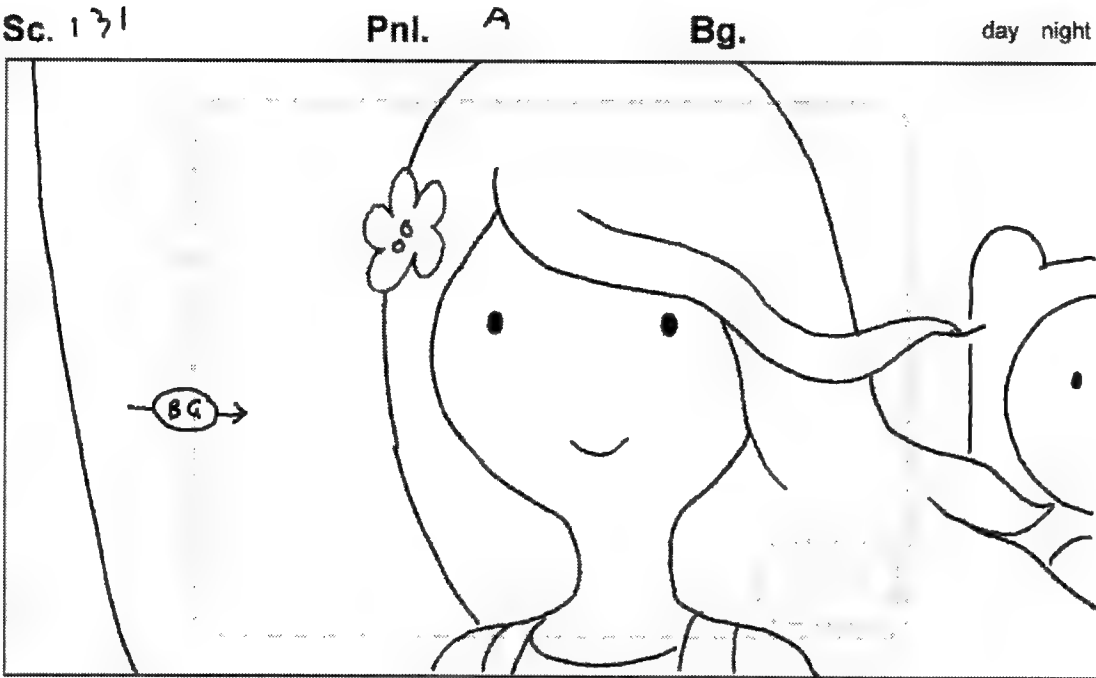
ADVENTURE TIME



Dialog:
Action: TAPS IT TWICE, LIKE A BAROMETER.
Timing:

Production :
EPISODE # 1034-209

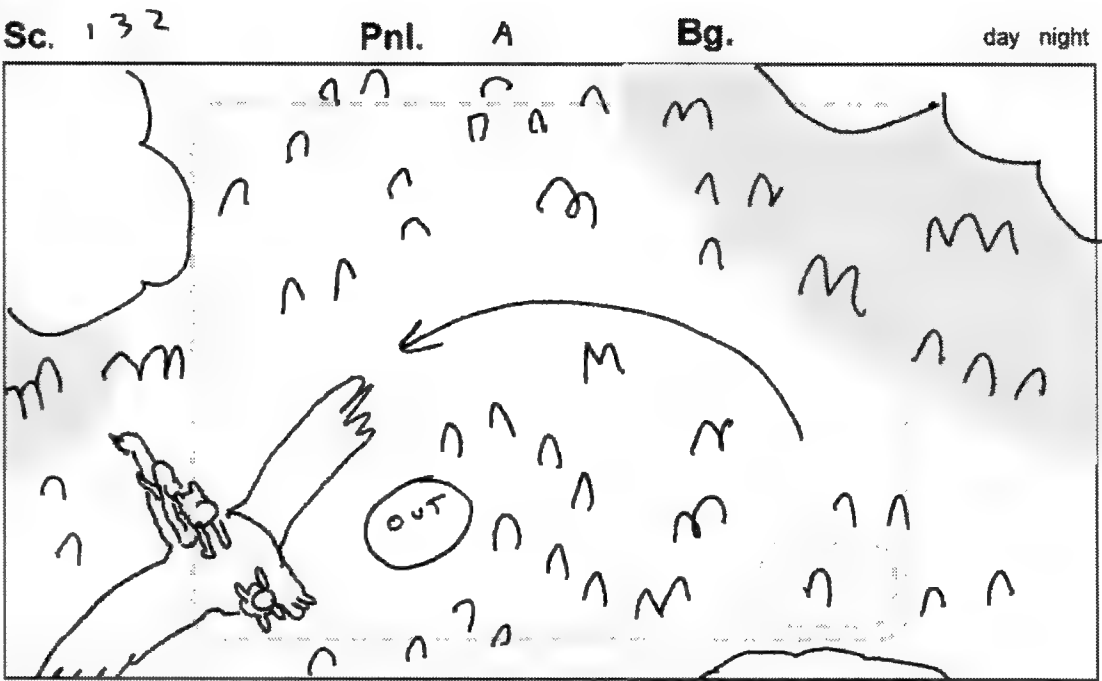
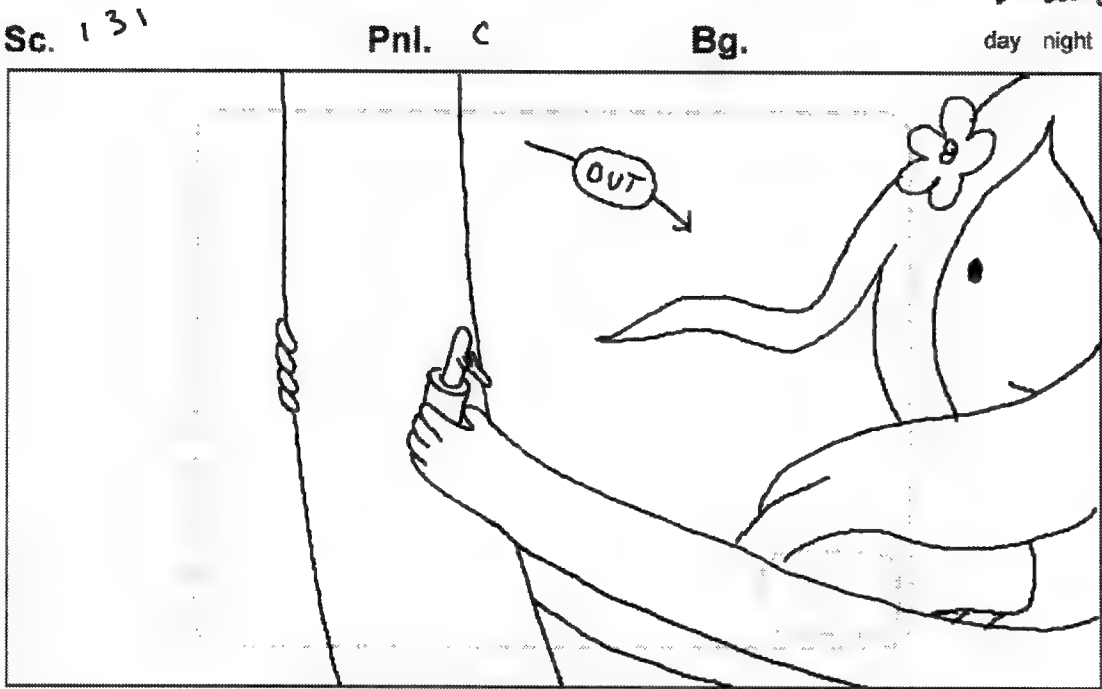
ADVENTURE TIME



Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME



Sc. - Pnl. - Bg. day night

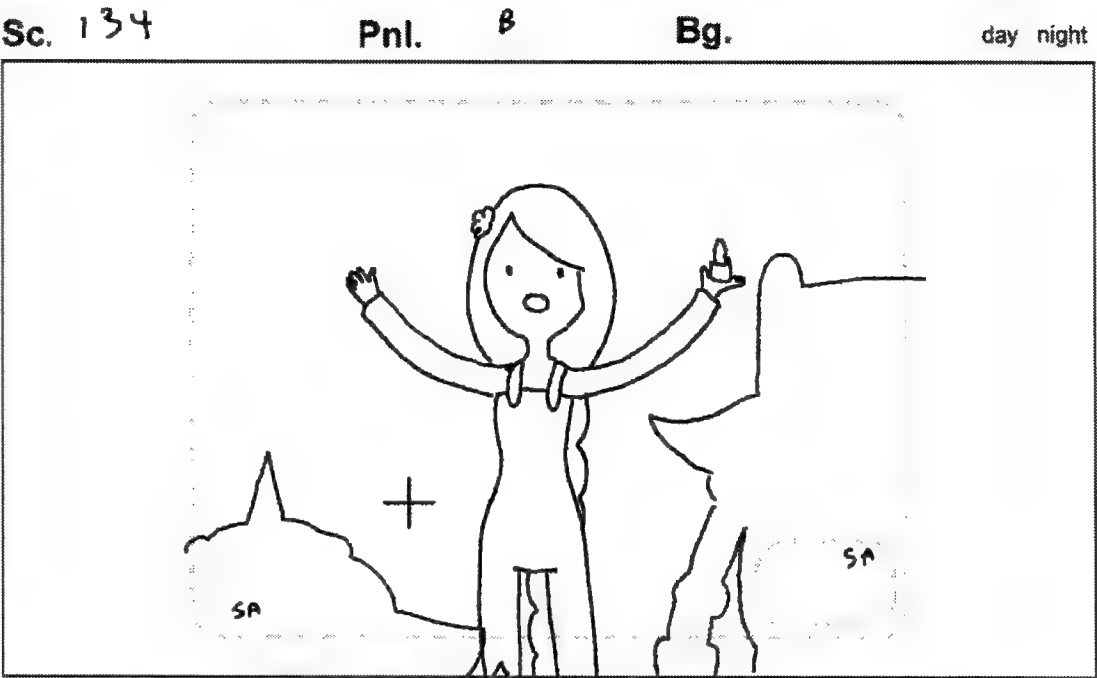
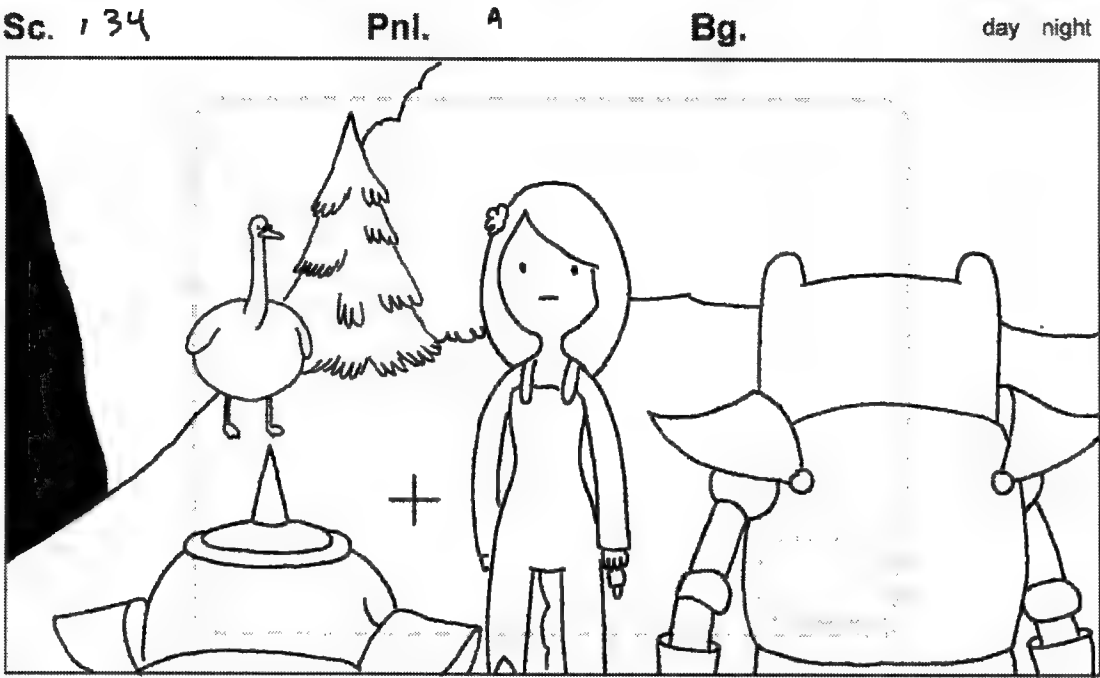
Sc. 133 Pnl. A Bg. day night

Dialog:	(SFX) = BIRDS SINGING =
Action:	
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:	(B) OKAY GUYS,
Action:	S.P.
Timing:	

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Production :

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ADVENTURE TIME

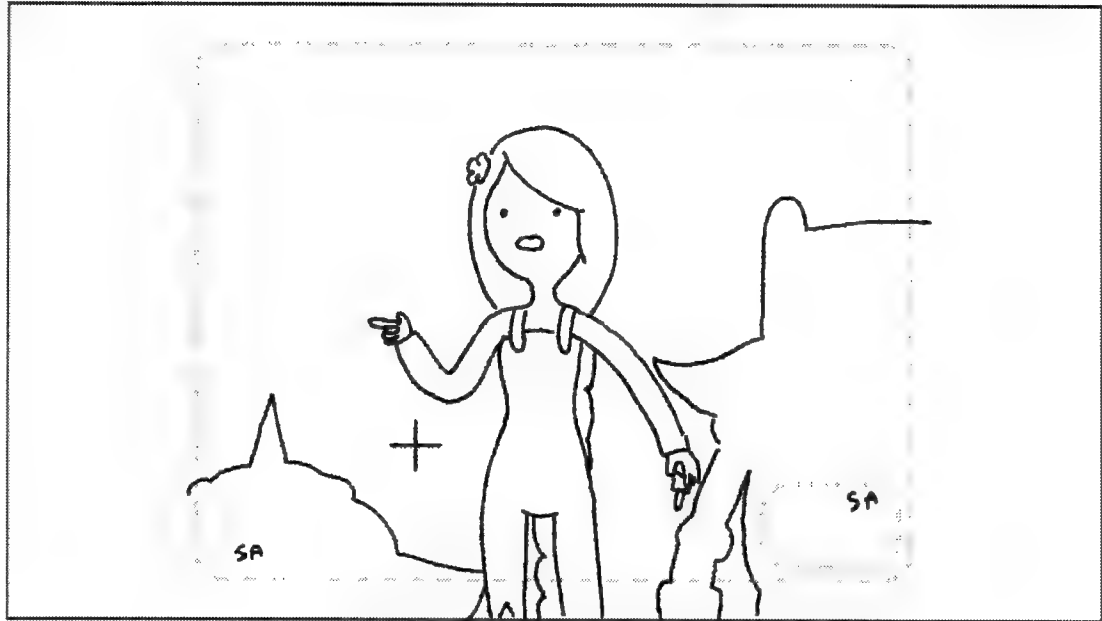


Sc. 134

Pnl. C

Bg.

day night

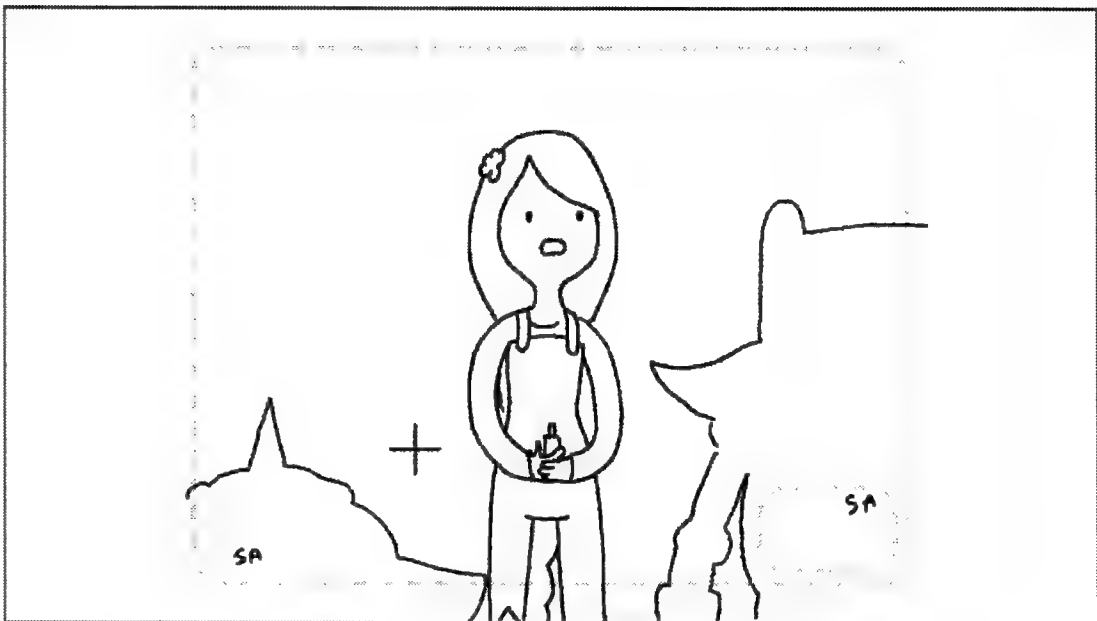


Sc. 134

Pnl. D

Bg.

day night



Dialog:

ⓑ NEDDY'S IN THIS CAVE.

ⓑ I KNOW BECAUSE MY BOD-ROD HERE IS CALIBRATED TO OUR SISTER/BROTHER BOND.

Action:

Timing:

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Production :

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ADVENTURE TIME



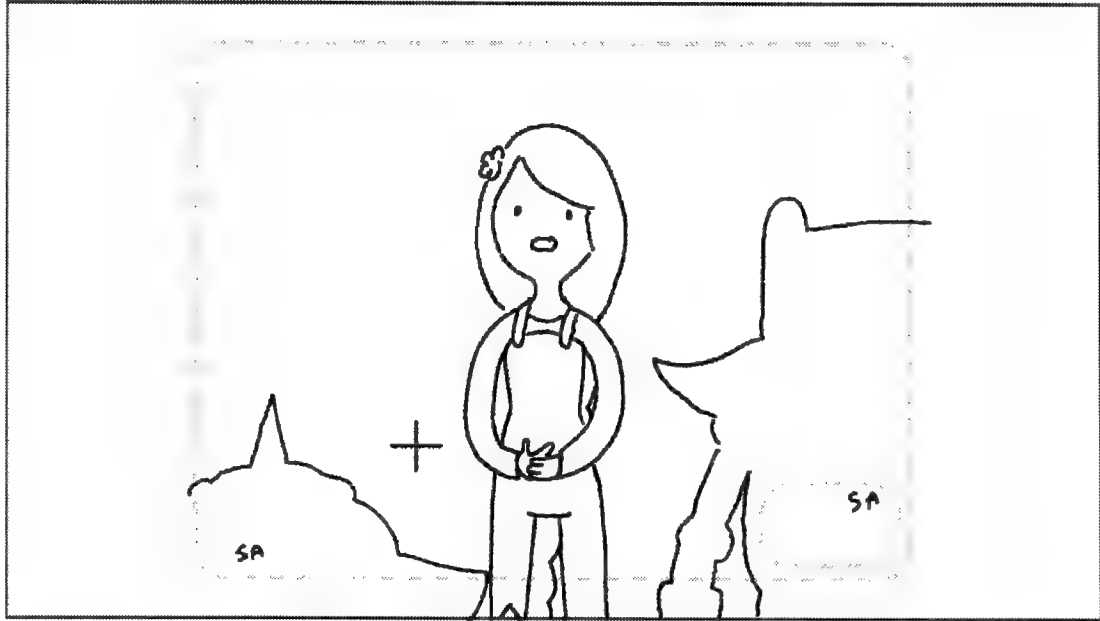
Page 174

Sc. 134

Pnl. E

Bg.

day night

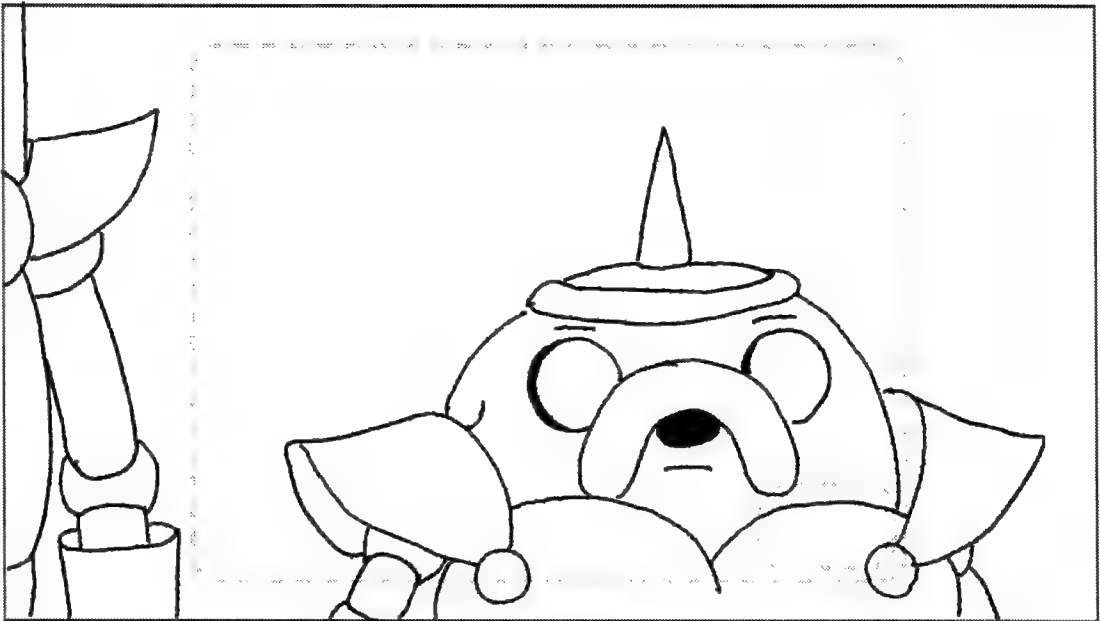


Sc. 135

Pnl. A

Bg.

day night



Dialog:

ⓑ / NOW , PEOPLE FRIGHTEN HIM,

ⓑ / (CONT) SO I'M GOING IN ALONE .
IF HE TRIES TO RUN, STOP HIM .

Action:

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



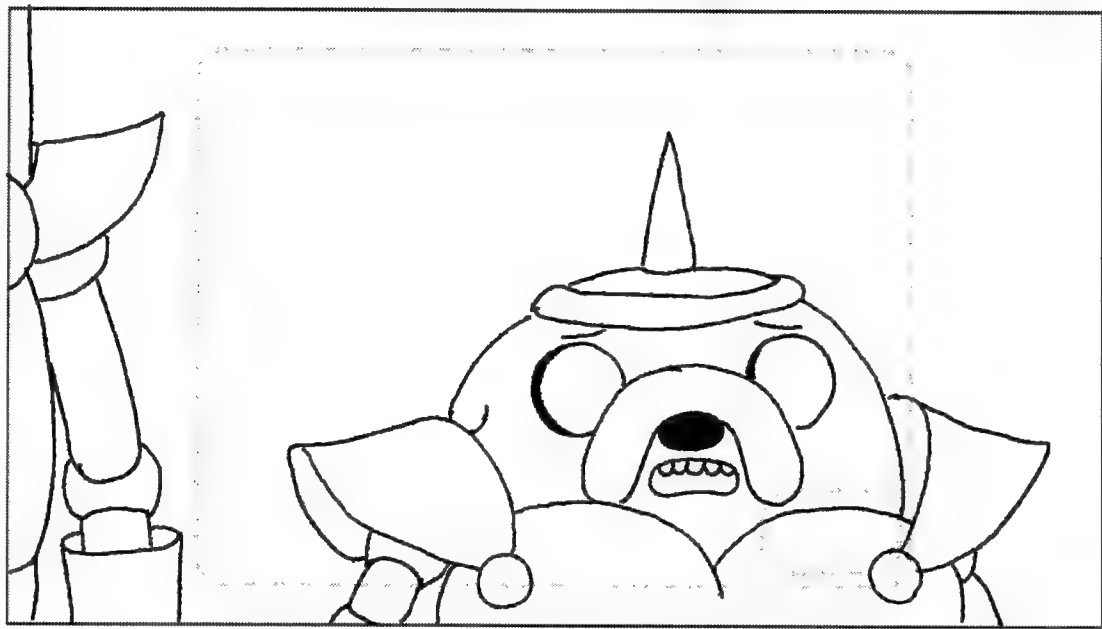
Page 175

Sc. 135

Pnl. 6

Bg.

day night

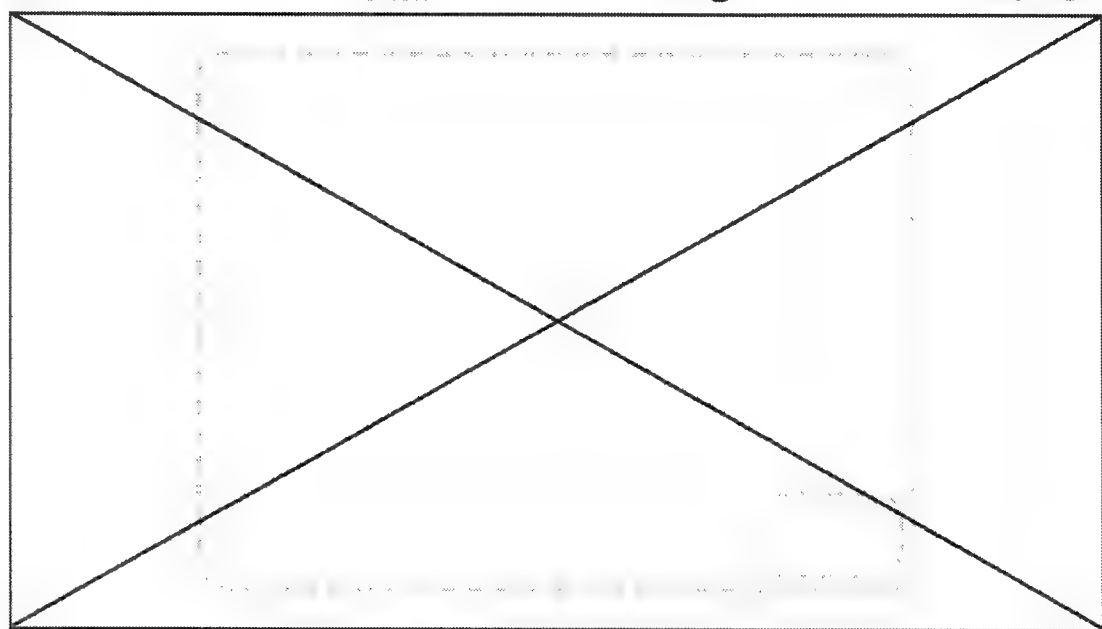


Sc.

Pnl.

Bg.

day night



Dialog:	<p>① I DON'T THINK WE CAN. HE'S A GIANT DRA -</p>
Action:	
Timing:	

EPISODE # 1034-209

Production :



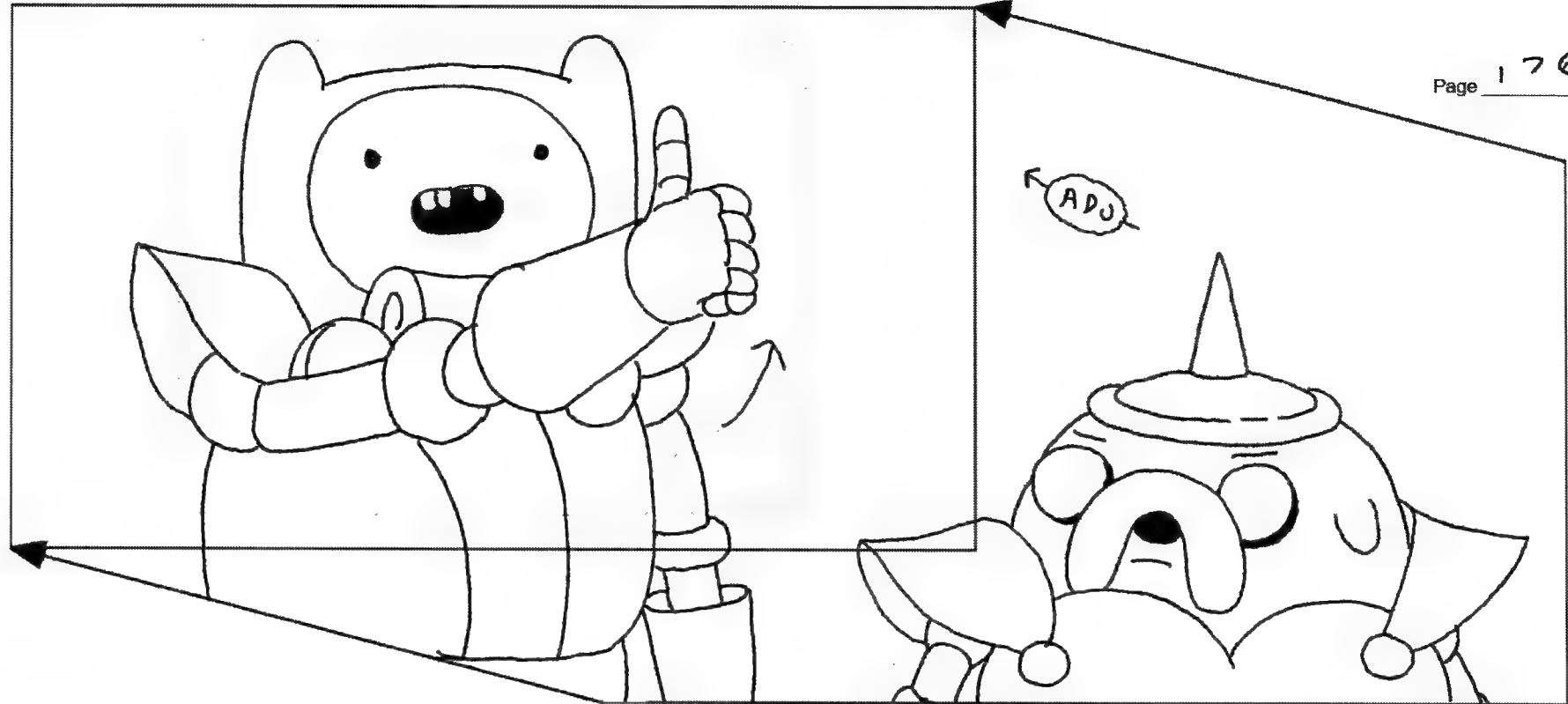
Sc. 135

Pnl. c

Bg.

day night

Page 176



Dialog:

YOLP!

Action:

Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME

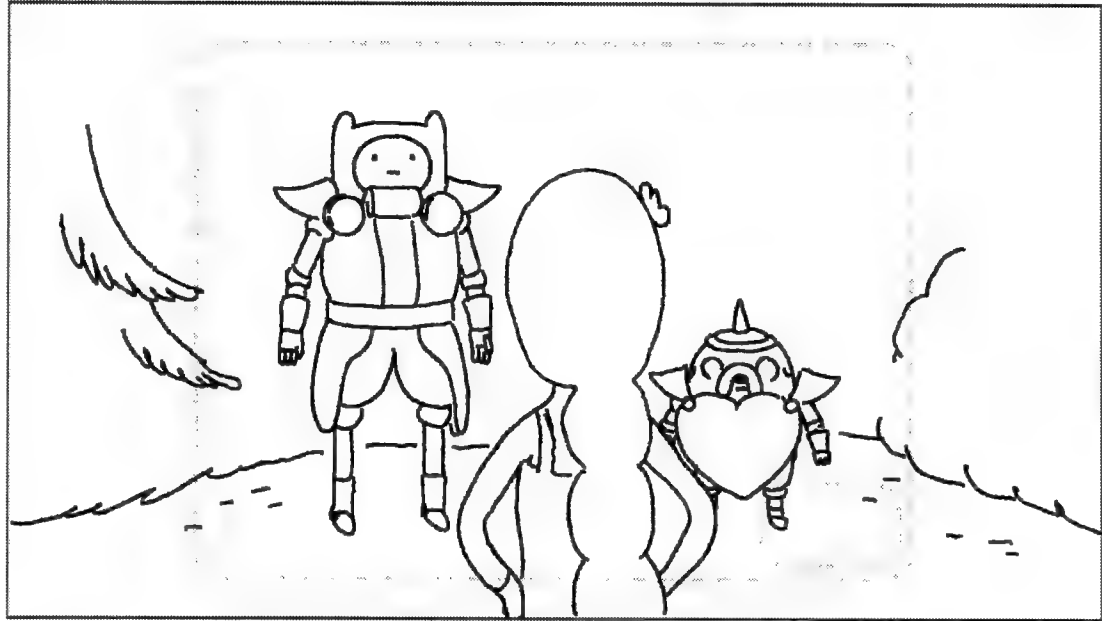


Sc. 136

Pnl. A

Bg.

day night

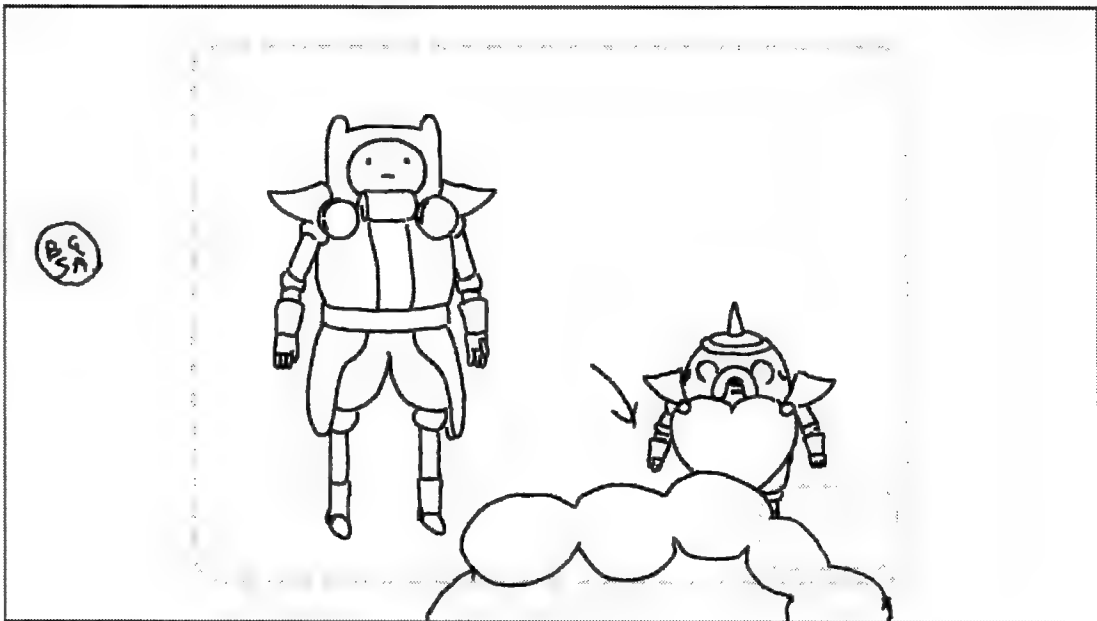


Sc. 136

Pnl. B

Bg.

day night



Dialog:

(B) THANKS, GUYS.

Action:

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

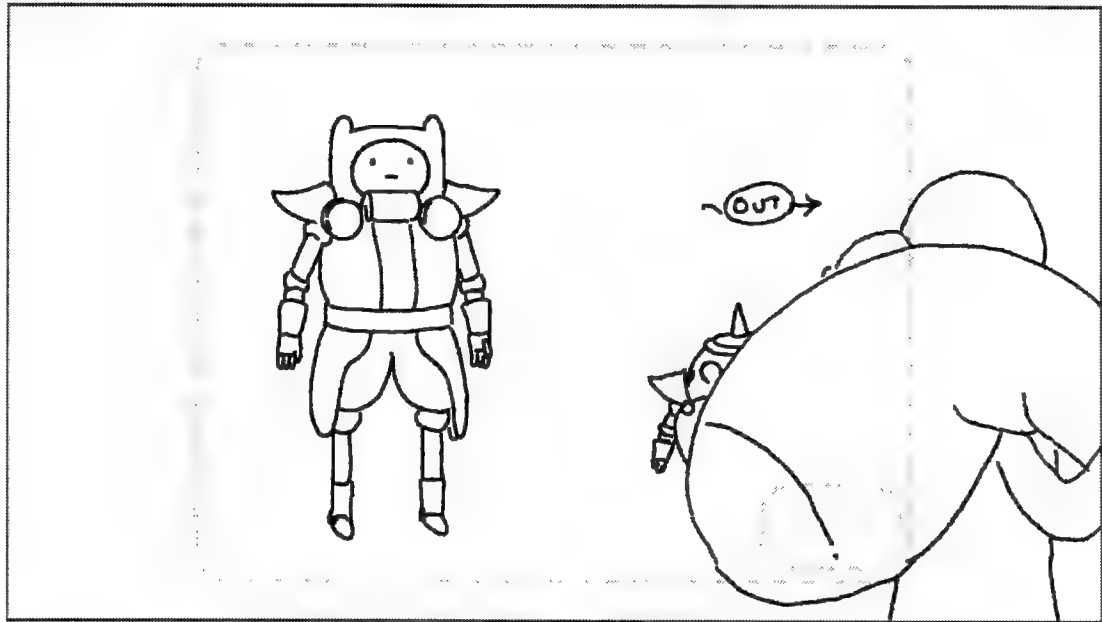


Sc. 136

Pnl. C

Bg.

day night

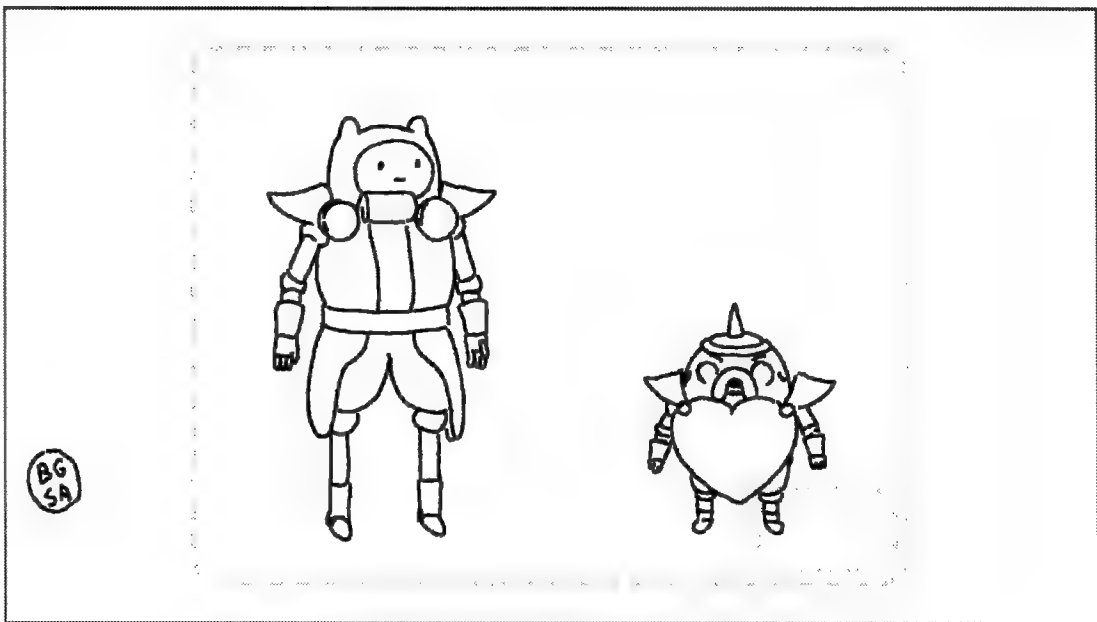


Sc. 136

Pnl. D

Bg.

day night



Dialog:

Q = HEAVY SIGH =
THIS

Action:

HEFTS UP A BAG

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME

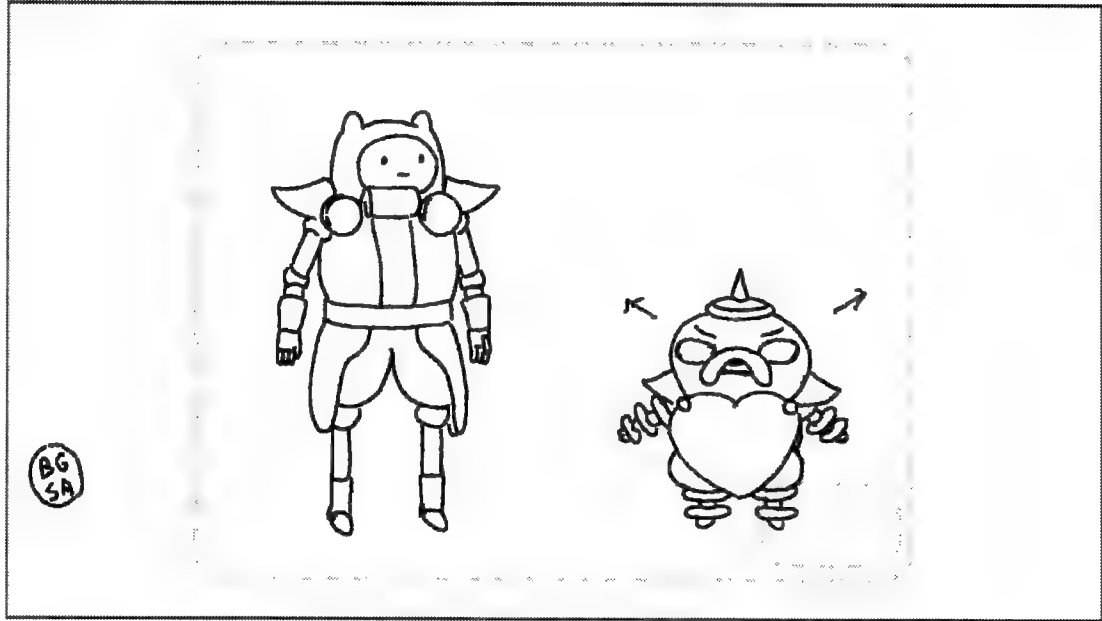


Sc. 136

Pnl. E

Bg.

day night

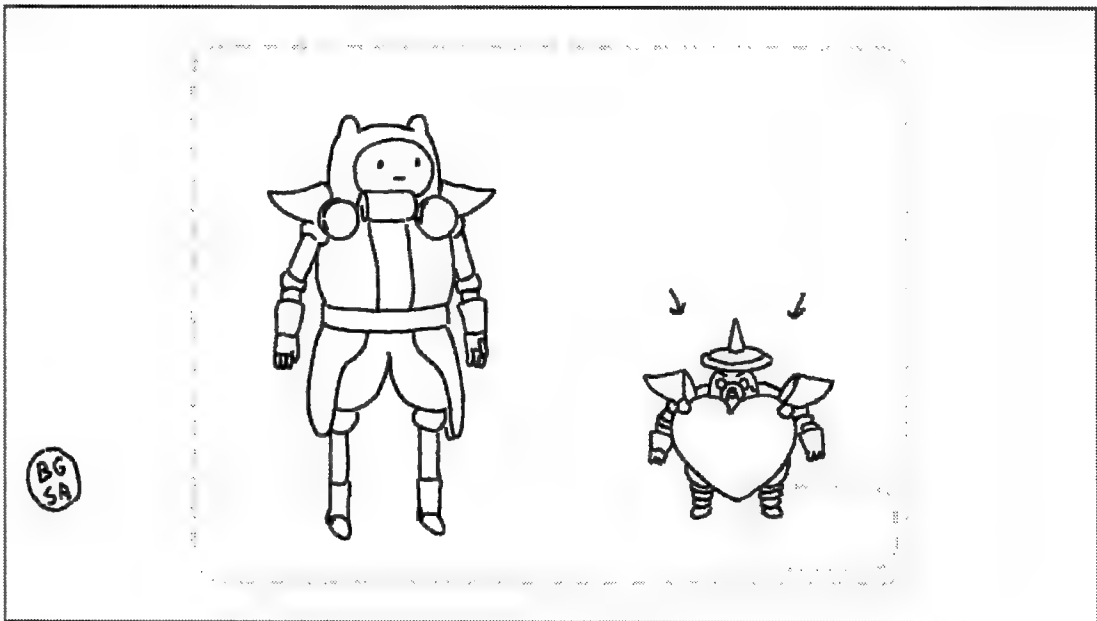


Sc. 136

Pnl. F

Bg.

day night



Dialog:

J/ . . . ARMOUR . . .

. . . IS . . .

Action:

TRYING TO EXPAND THROUGH THE
CRACKS OF HIS SUIT.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



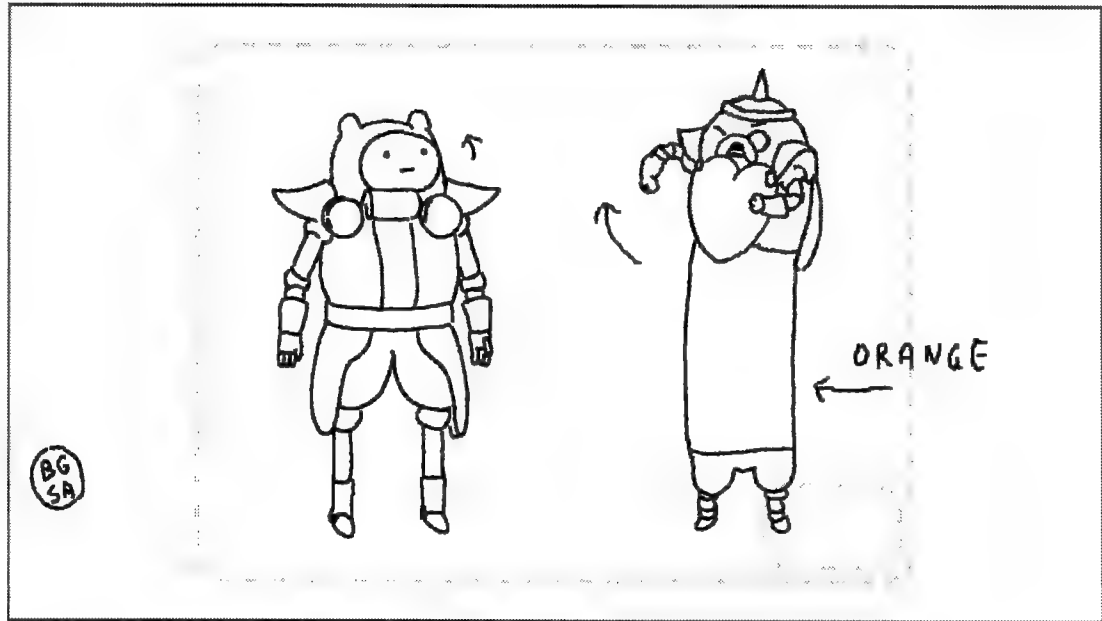
Page 180

Sc. 136

Pnl. 6

Bg.

day night

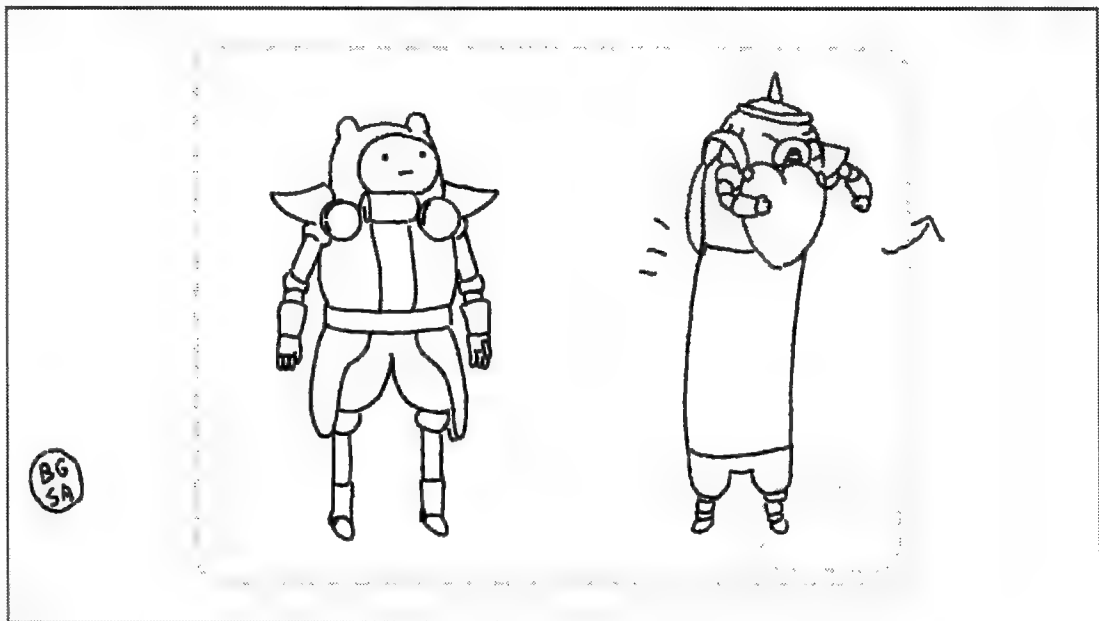


Sc. 136

Pnl. 11

Bg.

day night



Dialog:

(J)

.. DRIVIN' ME ..

(SFX) CRACK!

Action:

CRACKS BACK.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



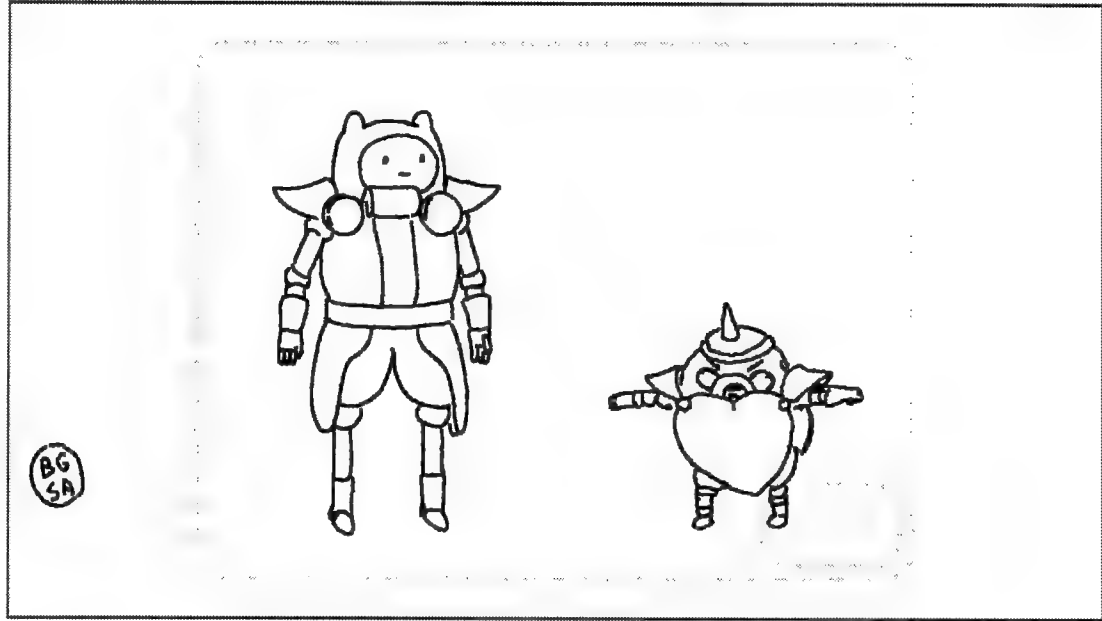
Page 181

Sc. 136

Pnl. 1

Bg.

day night

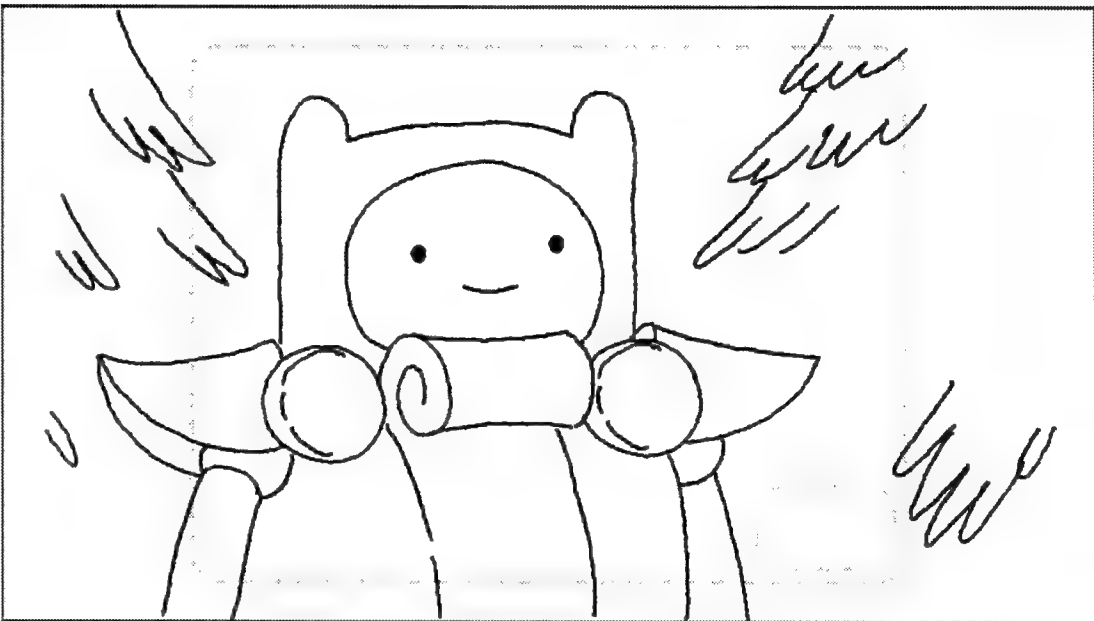


Sc. 137

Pnl. A

Bg.

day night



Dialog:
o... <u>NUTS !!!!!</u>
Action:
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



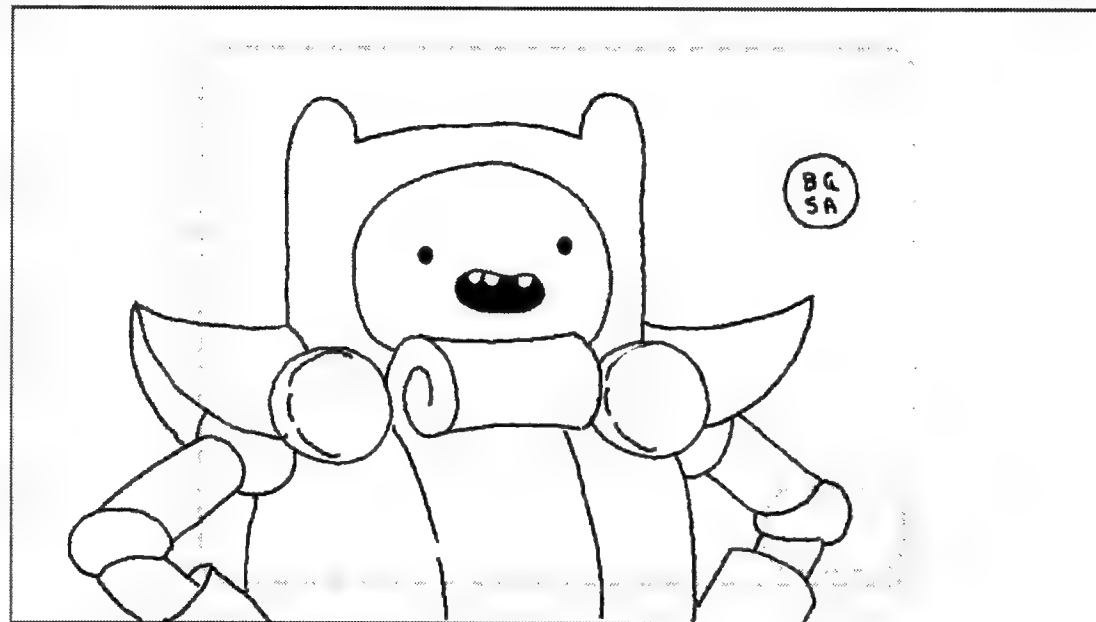
Page 182

Sc. 137

Pnl. 8

Bg.

day night

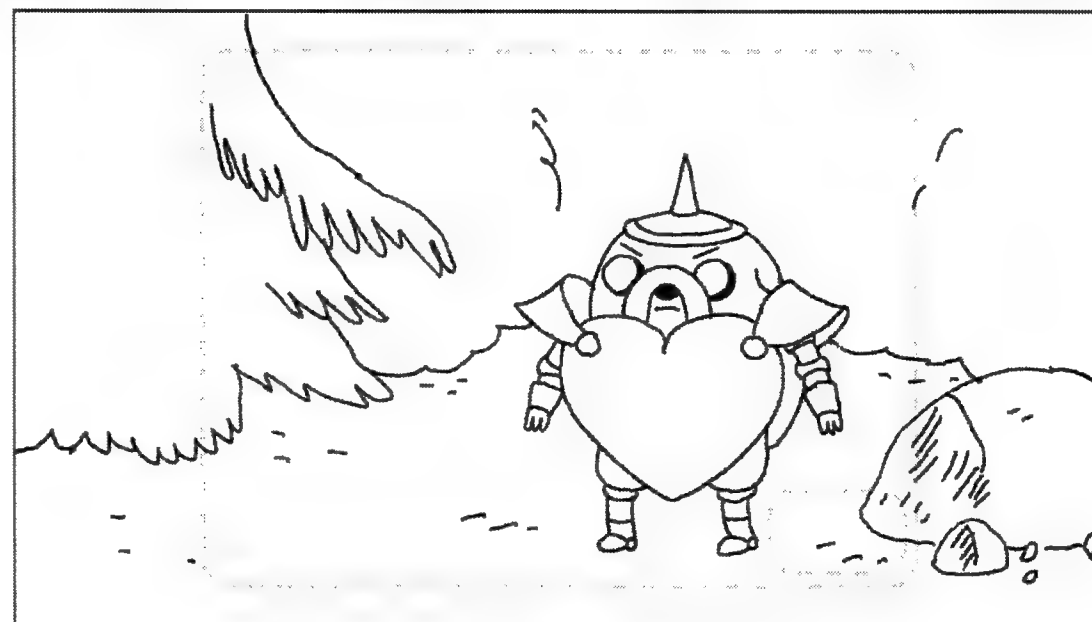


Sc. 138

Pnl. A

Bg.

day night



Dialog:

⑤ NO WAY! I CHANGED MY MIND! I FEEL
LIKE A FANCY SHIELD! OR IF I WAS
LIKE A DANGEROUS CANDLESTICK! LIKE,
A KNIGHT'S CANDLESTICK!

Action:

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME



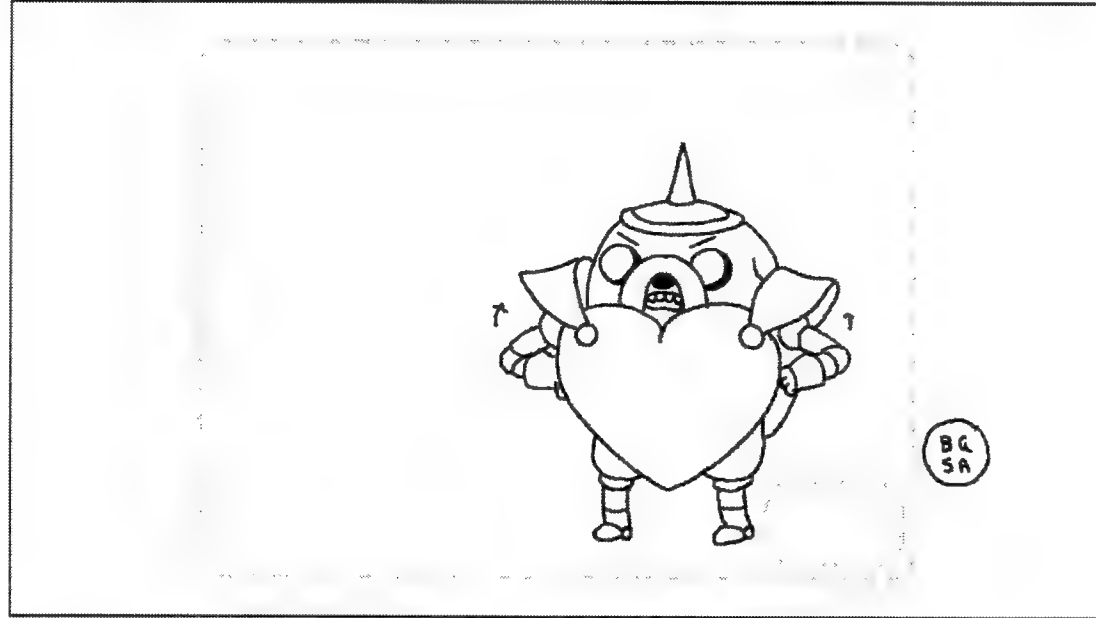
Page 183

Sc. 138

Pnl. B

Bg.

day night

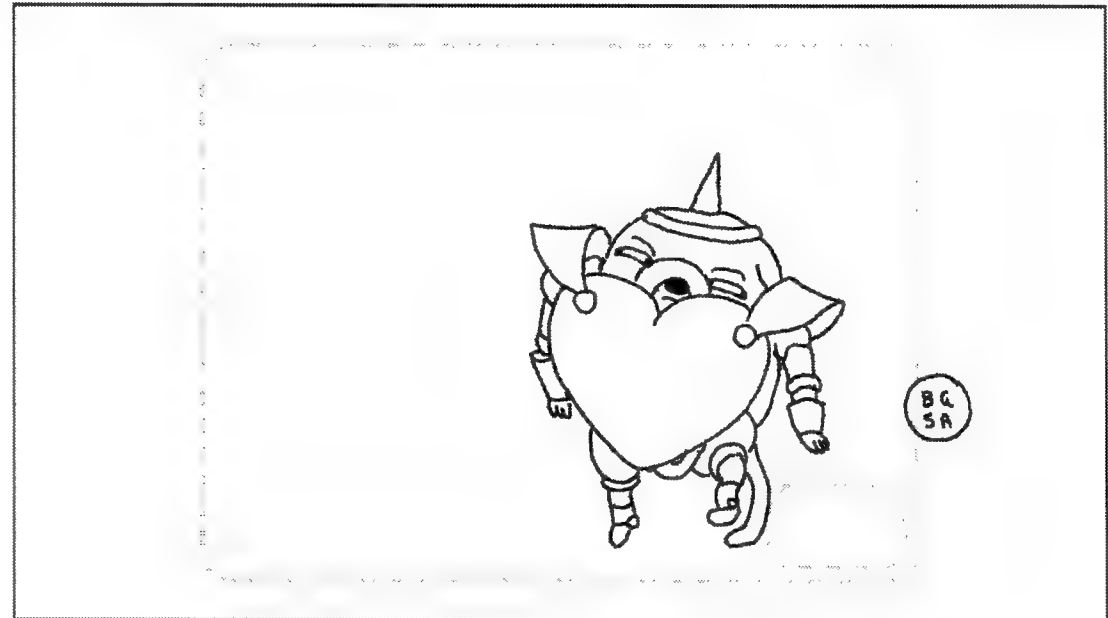


Sc. 138

Pnl. C

Bg.

day night



Dialog:

Q YEAH I CHANGED MY MIND TOO.
YOU DON'T STRETCH, MAN. THIS
THING'S CRAMPIN' MAH CRIMPS!

Action:

Timing:

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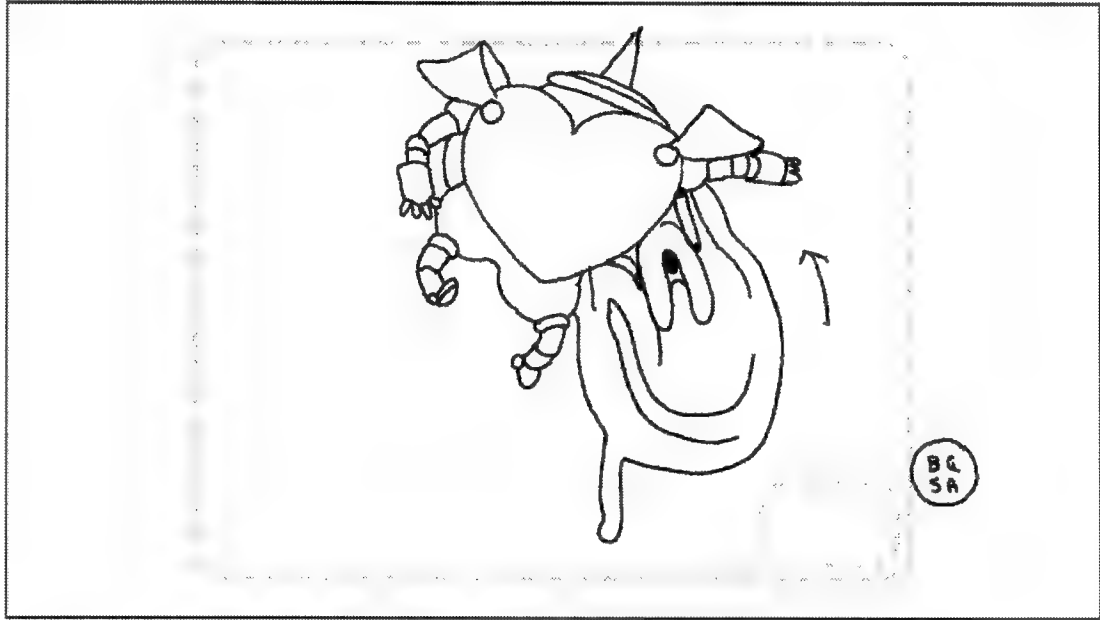


Sc. 138

Pnl. D

Bg.

day night

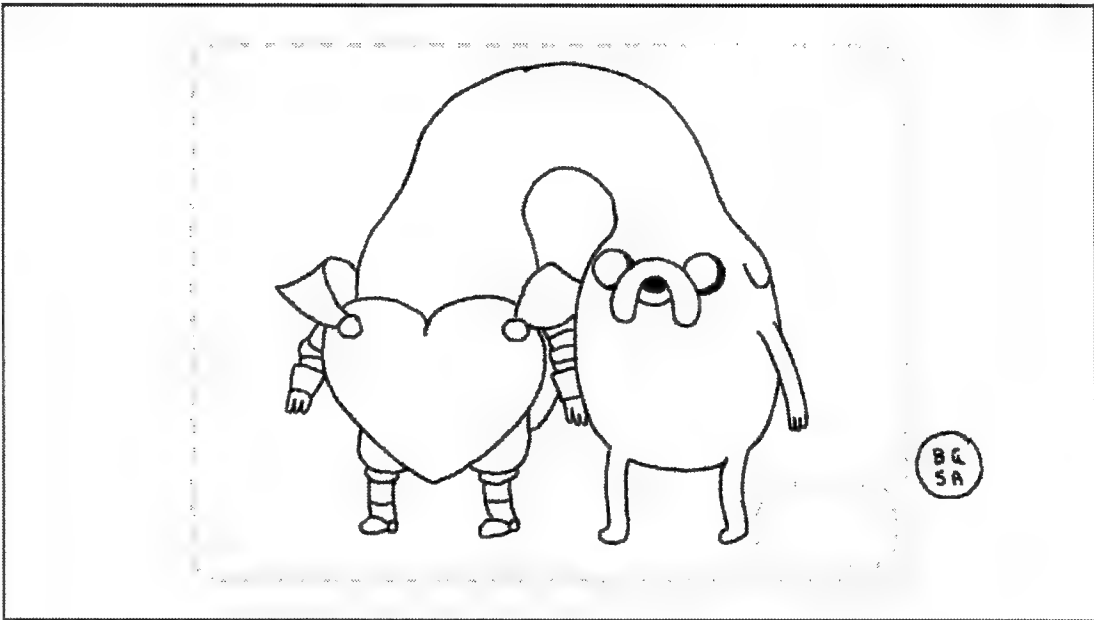


Sc. 138

Pnl. E

Bg.

day night



Dialog:

U/ X J K L E G F X V

Action:

BEAT

Timing:

1034-209

EPISODE #

Production :

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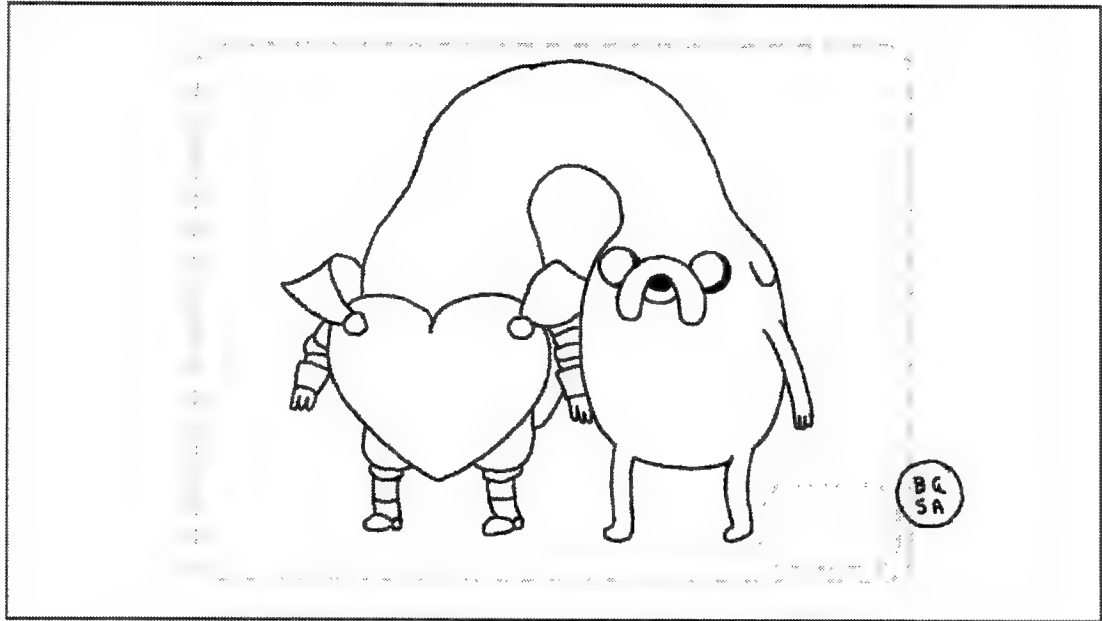


Sc. 138

Pnl. F

Bg.

day night

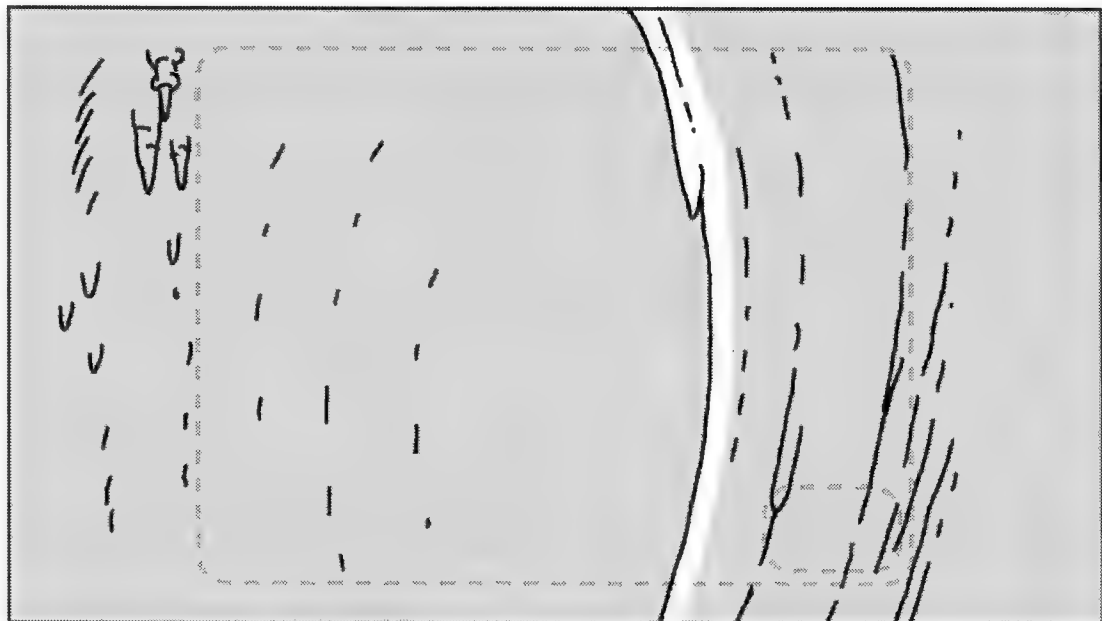


Sc. 139

Pnl. A

Bg.

day night



Dialog:
E (o.s.) DUDE I DON'T LIKE THAT.
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

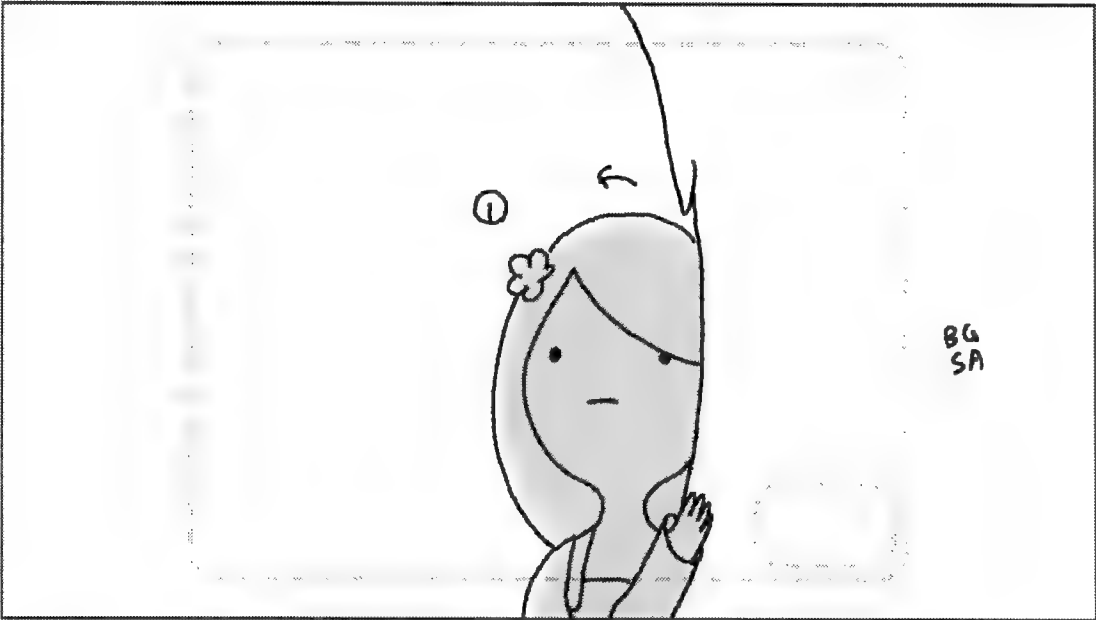


Sc. 139

Pnl. 4

Bg.

day night

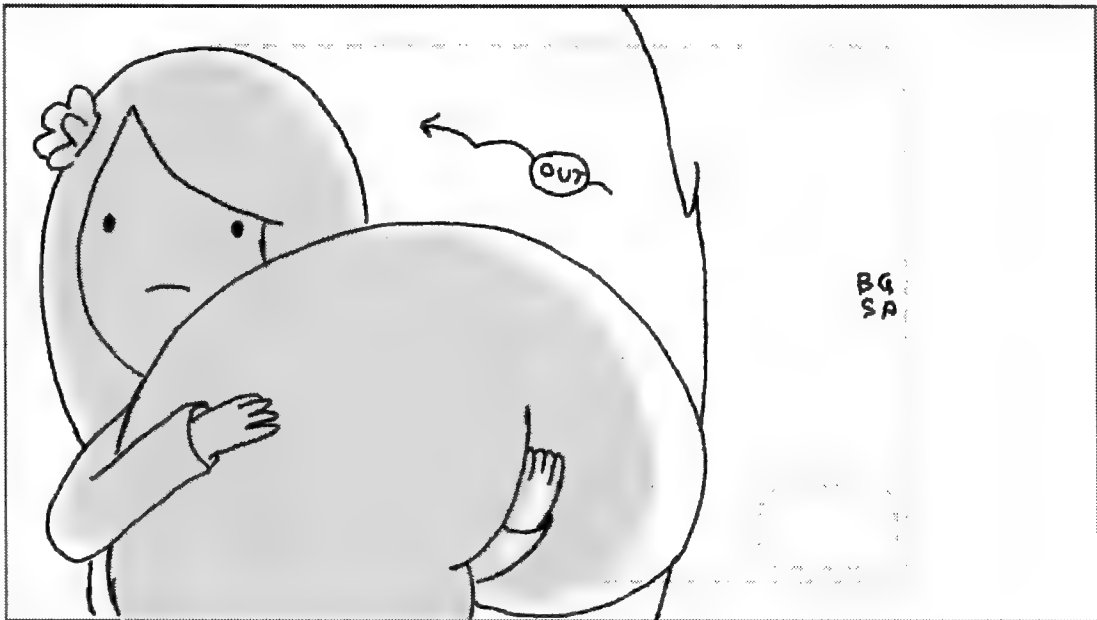


Sc. 139

Pnl. 6

Bg.

day night

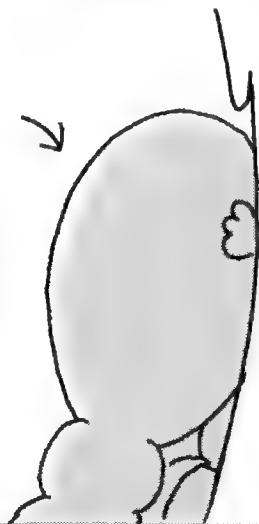


Dialog:

Action:

Timing:

2
GRABS
SACK.



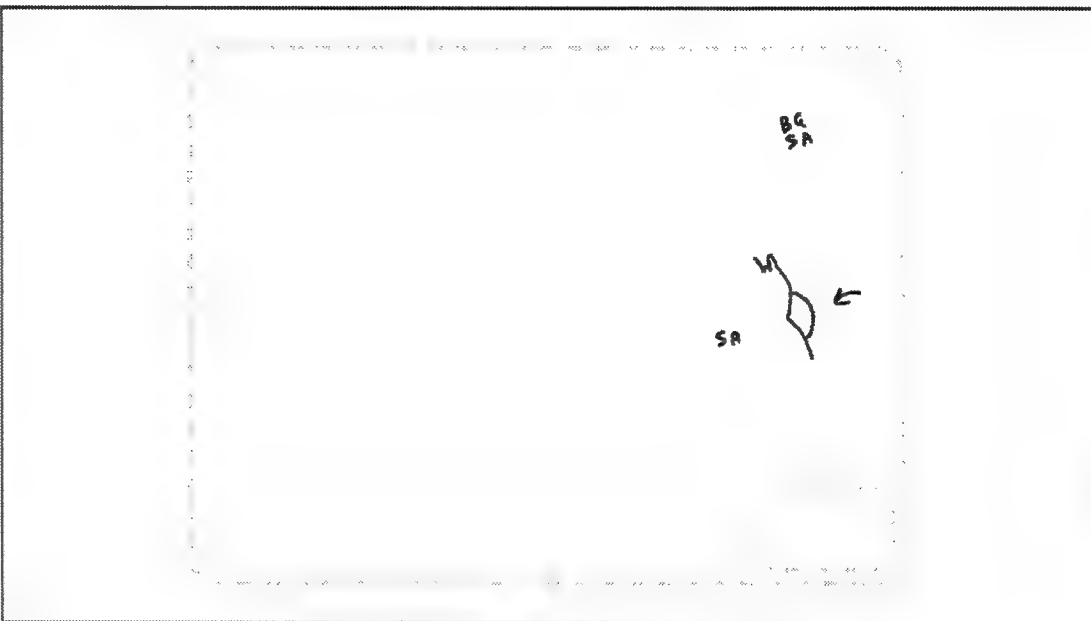
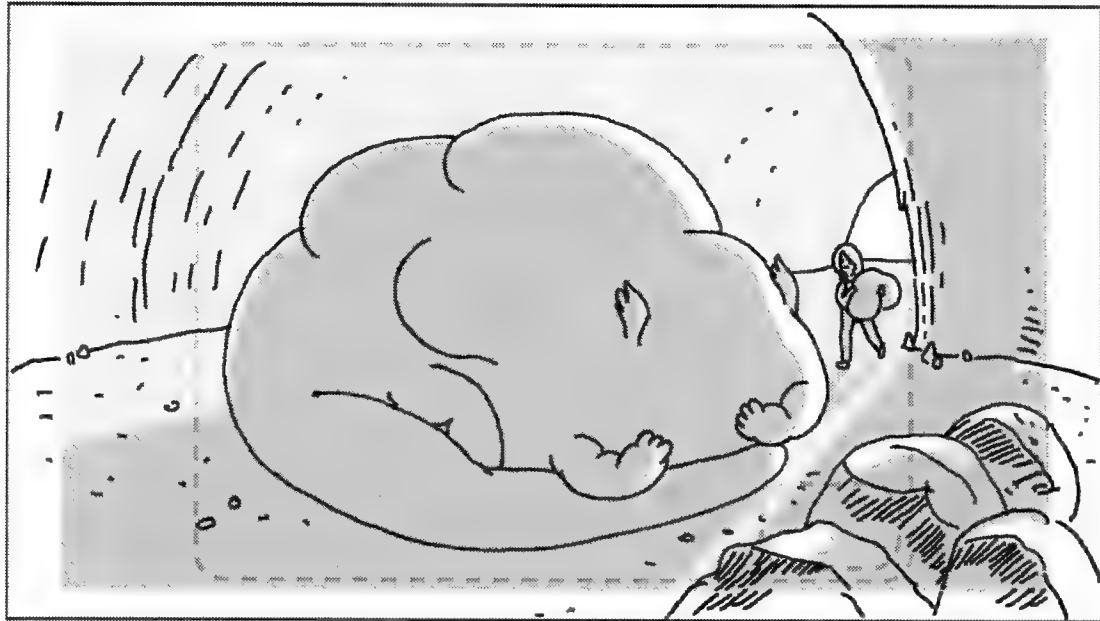
EPISODE # 1034-209
Production :

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ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night Sc. 140 Pnl. B Bg. day night



Dialog:
Action:
Timing:

STEPS BEHIND NEDDY.

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Sc. 140

Pnl. c

Bg.

day night

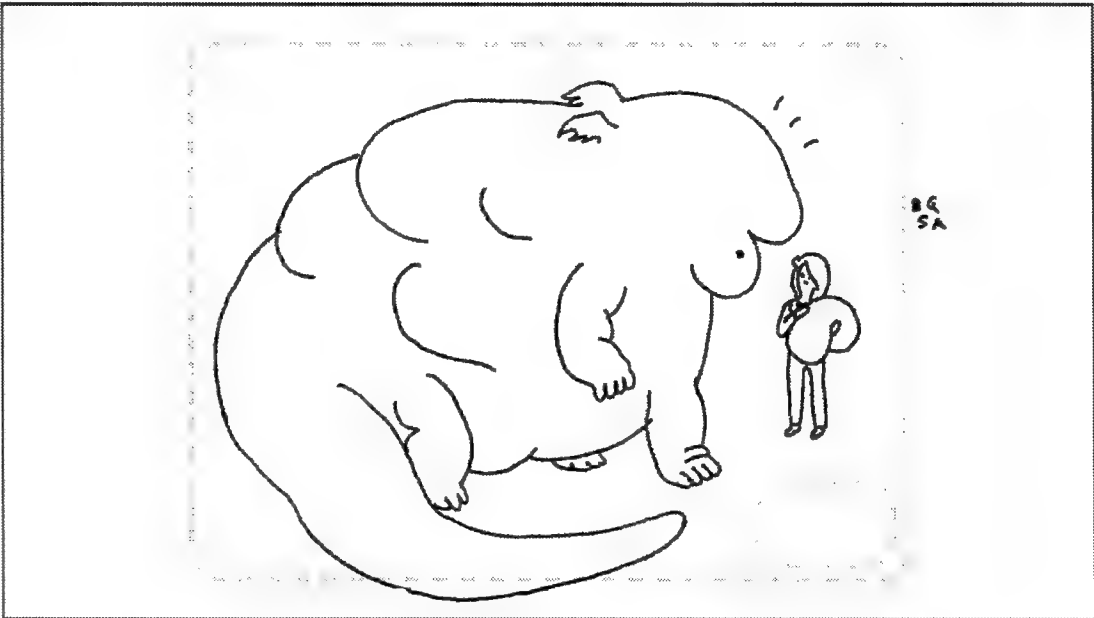


Sc. 140

Pnl. D

Bg.

day night



Dialog:

(N) = GASP ! =

Action:

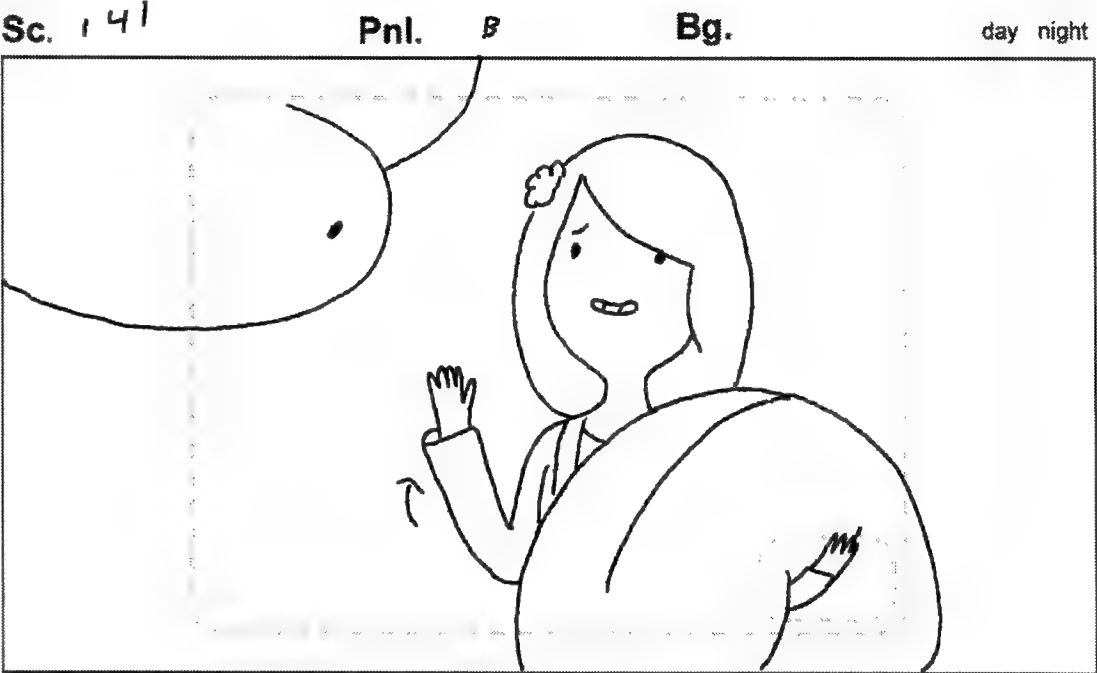
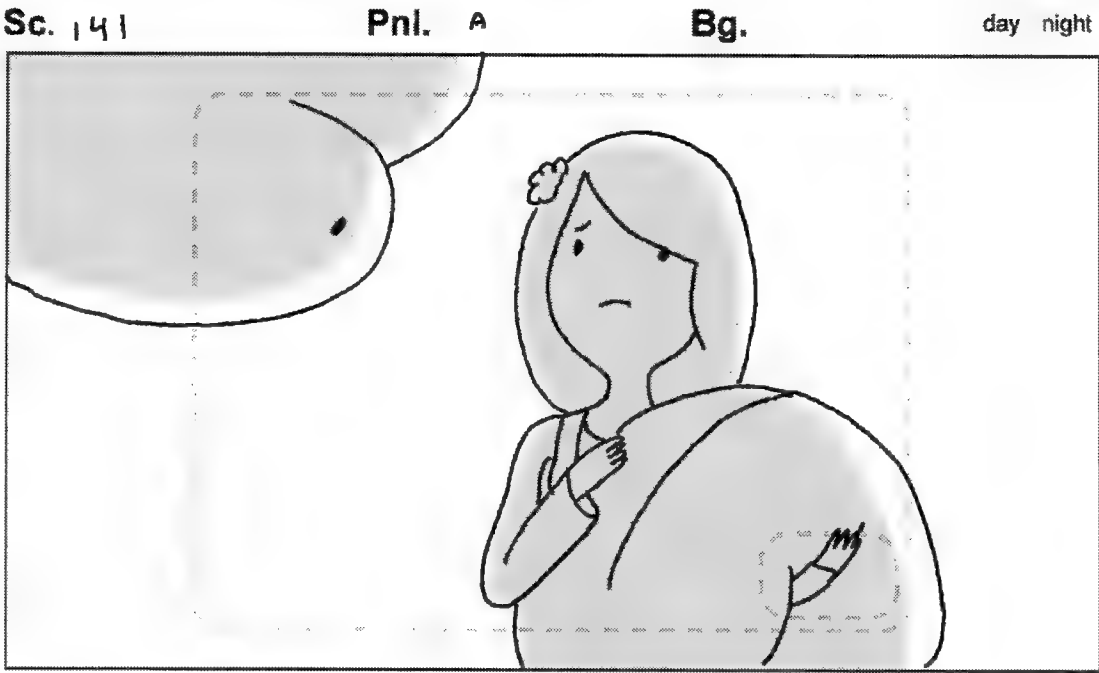
PEAKS AROUND, LIKE SHE
DID AS A BABY.

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

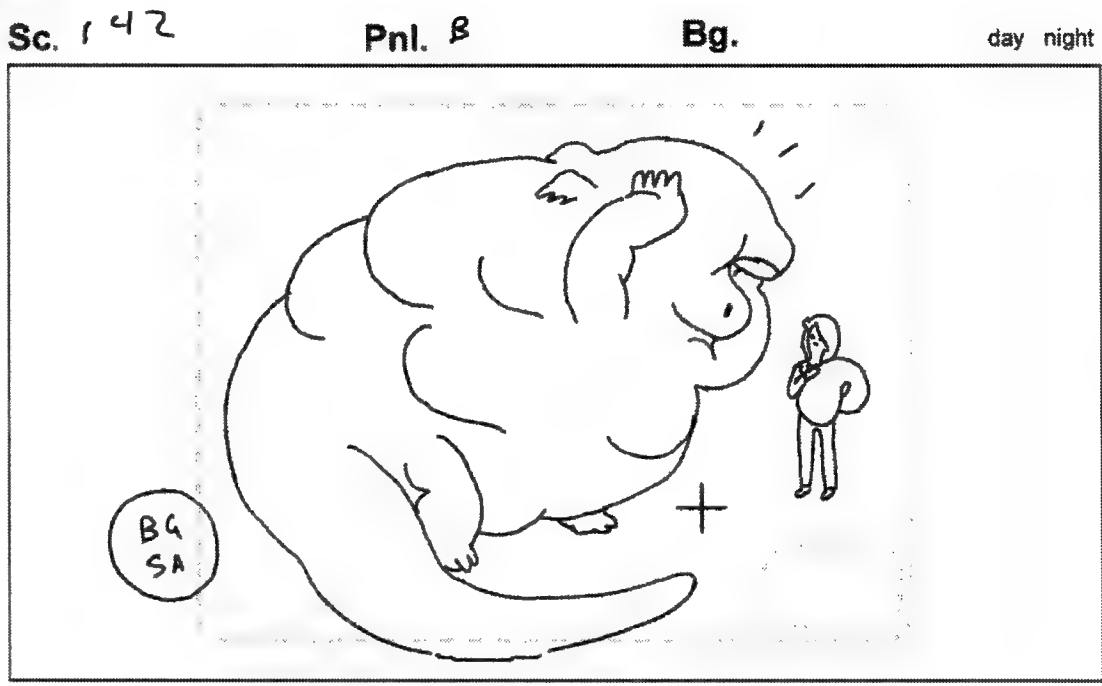
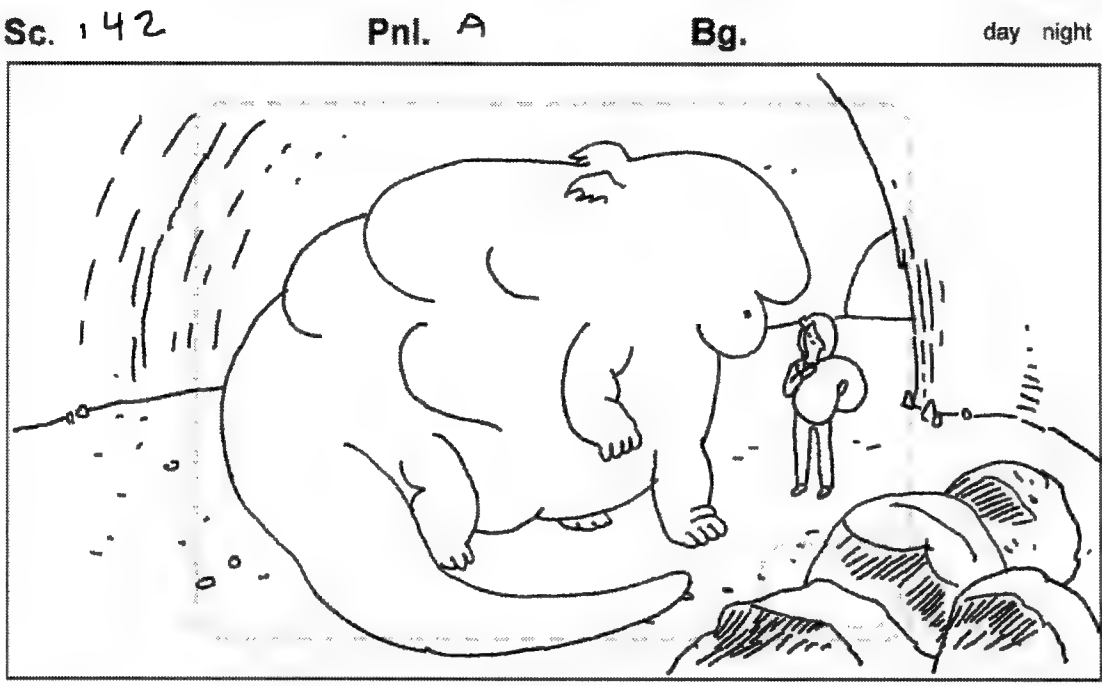


Dialog:
Action:
Timing:

Production :
EPISODE # 1034-209

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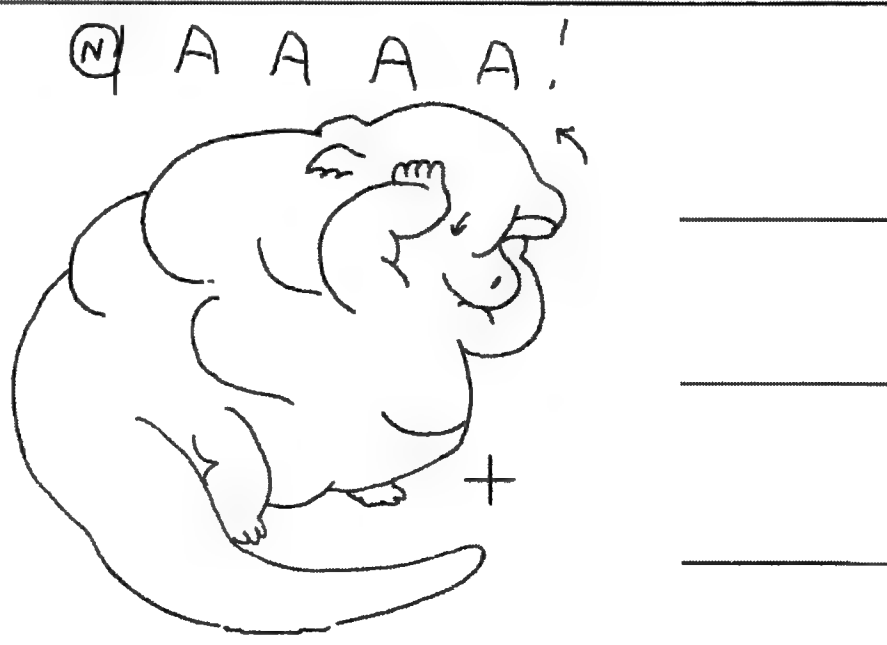
ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE # 1034-209

Production :

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ADVENTURE TIME

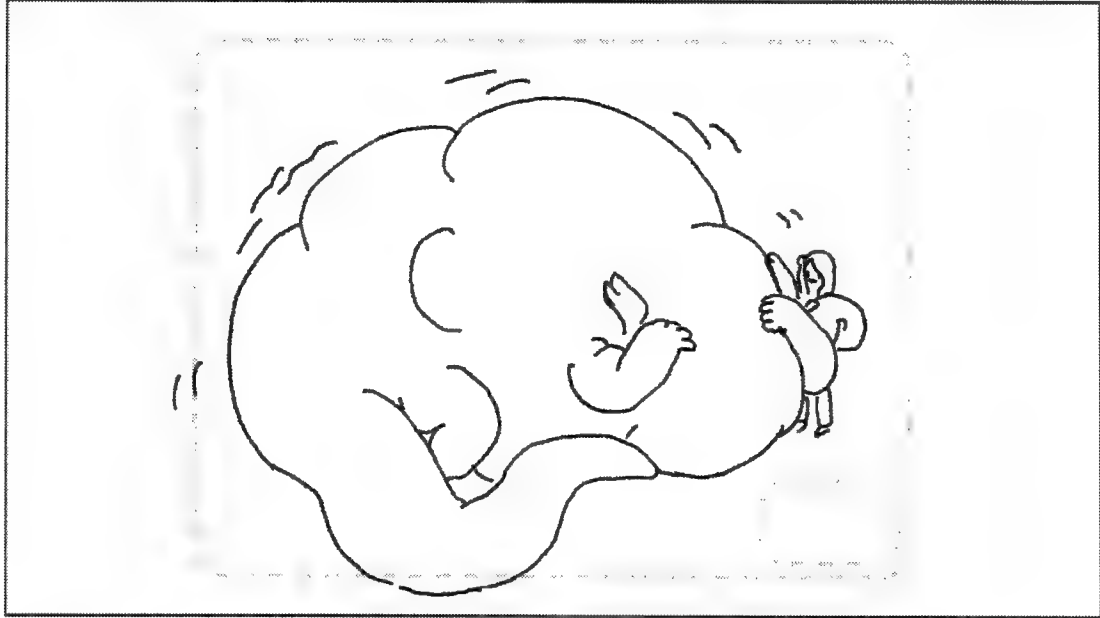


Sc. 142

Pnl. c

Bg.

day night

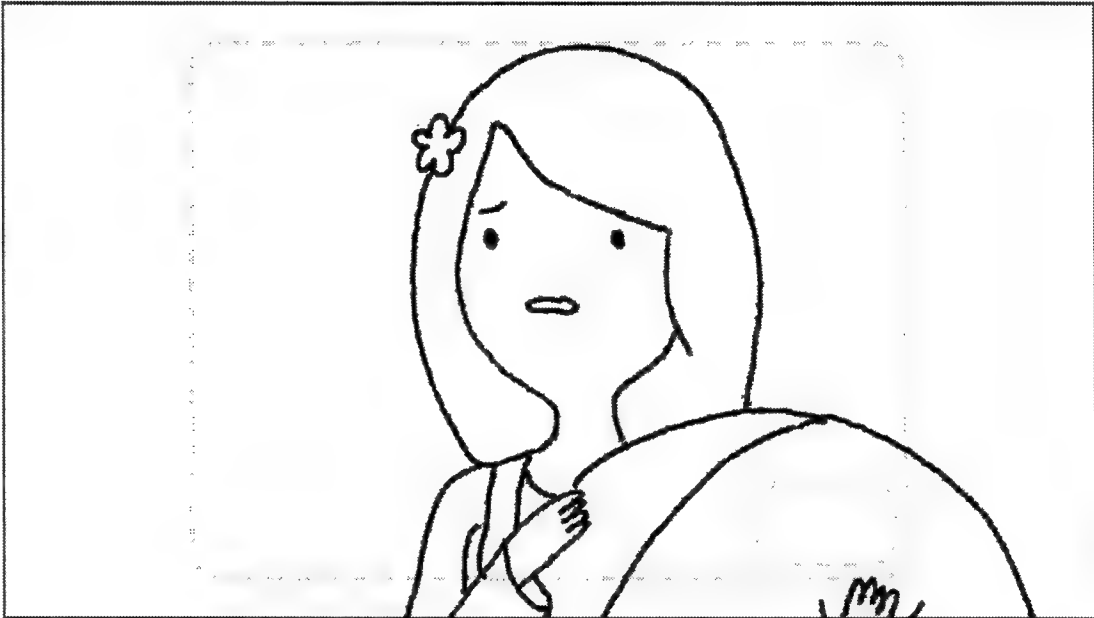


Sc. 143

Pnl. A

Bg.

day night



Dialog:

ⓑ NEDDY, YOU SWEET WEIRDO.

Action:

NEDDY SHIVERING WITH ANXIETY.

Timing:

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Production :

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ADVENTURE TIME



Sc. 143

Pnl. b

Bg.

day night

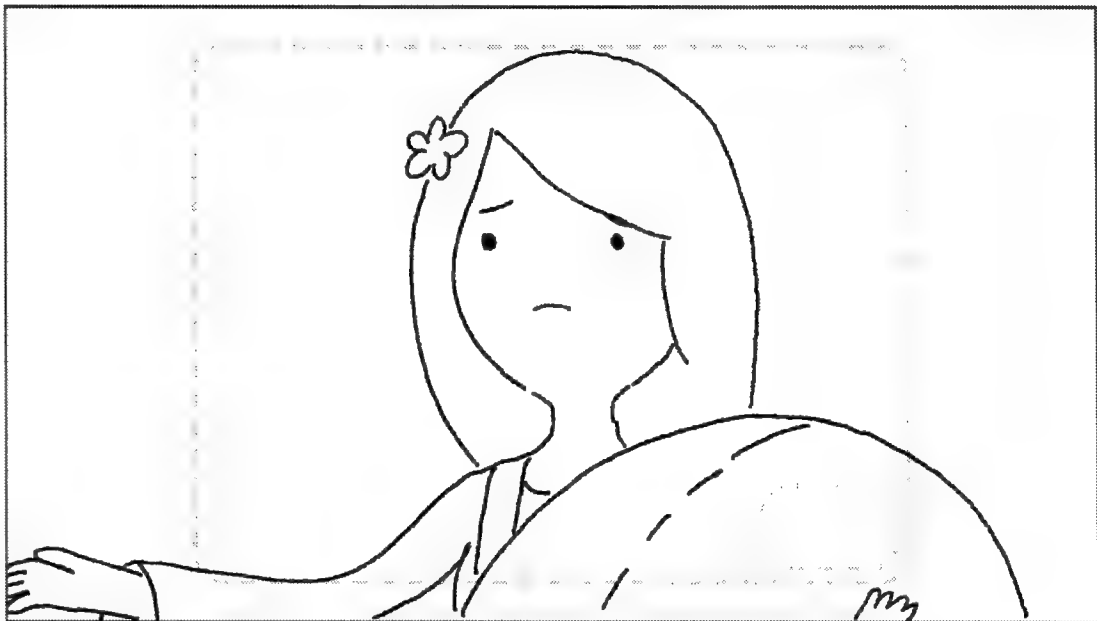


Sc. 143

Pnl. c

Bg.

day night



Dialog:

Action:

Timing:

ADVENTURE TIME



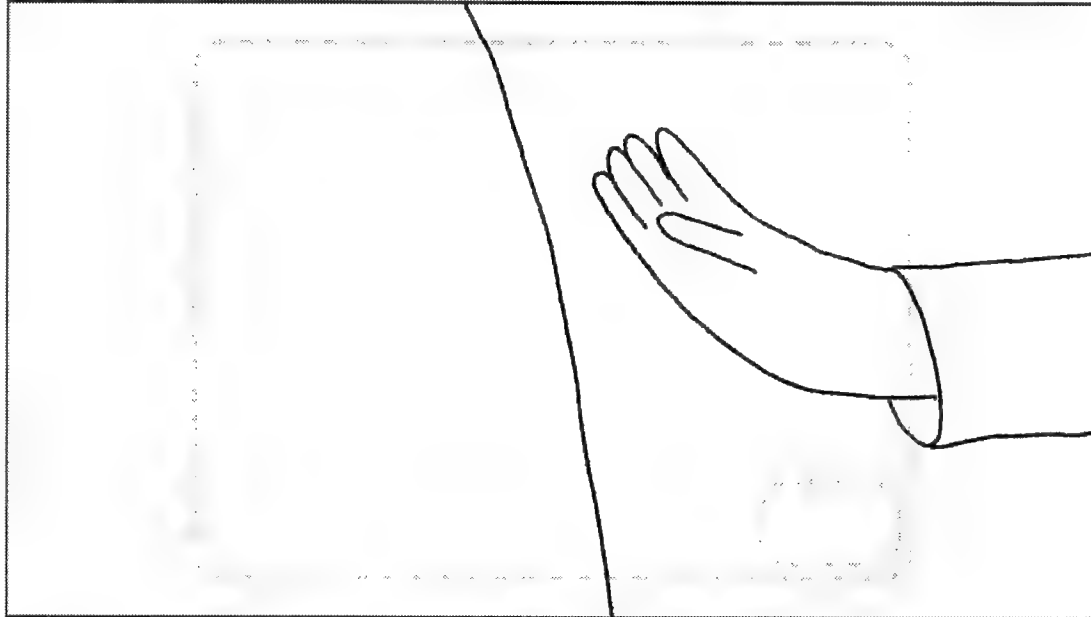
Page 193

Sc. 144

Pnl. A

Bg.

day night

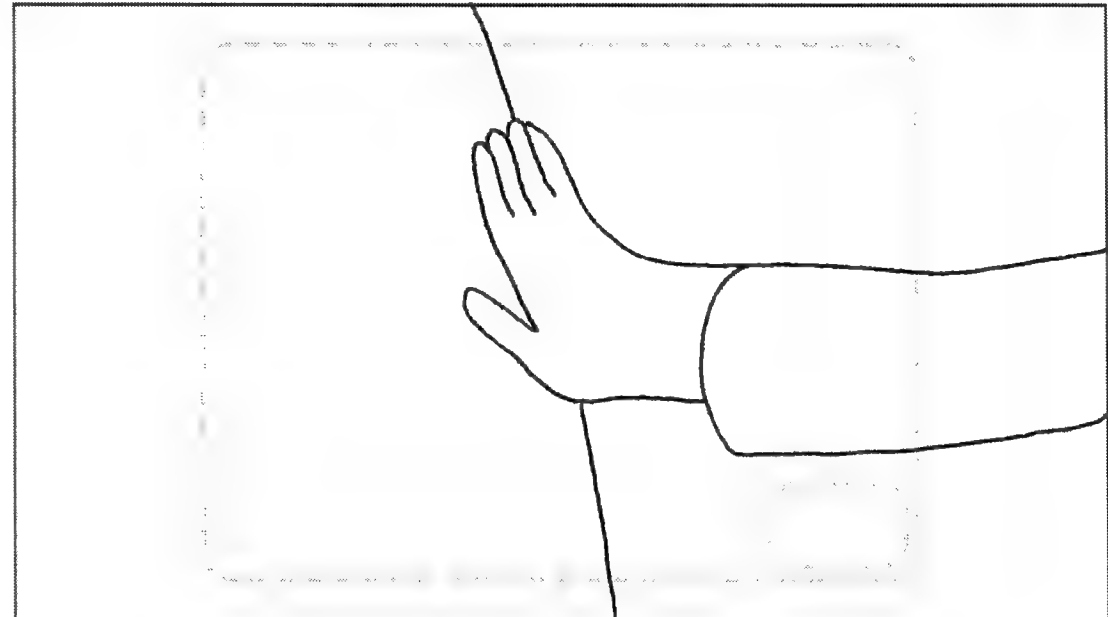


Sc. 144

Pnl. B

Bg.

day night



Dialog:

Action:

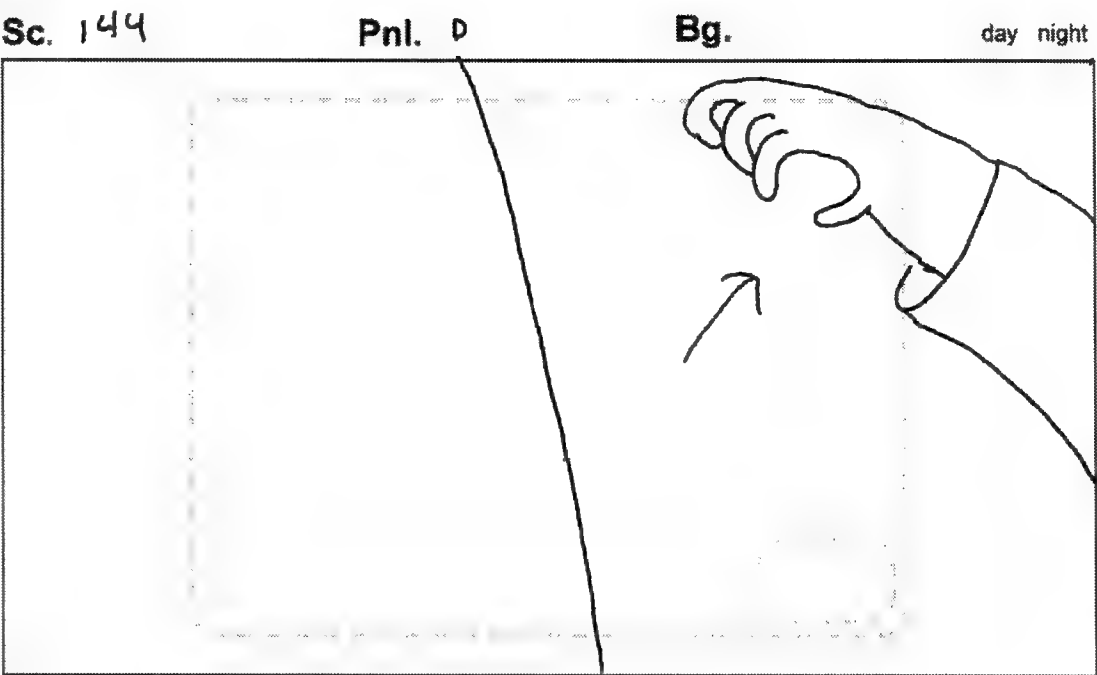
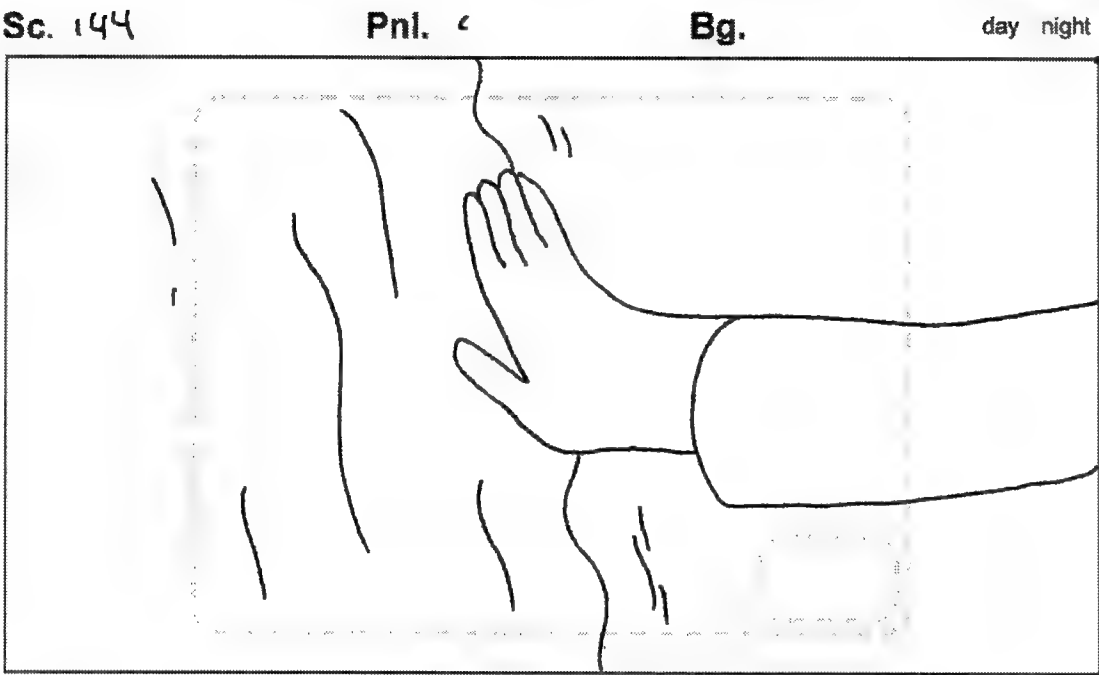
Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME



Dialog:
Action: <div>QUIVERS LIKE A HORSE'S SKIN.</div> <div>BONNIE RECOILS.</div>
Timing:

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Production :

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ADVENTURE TIME

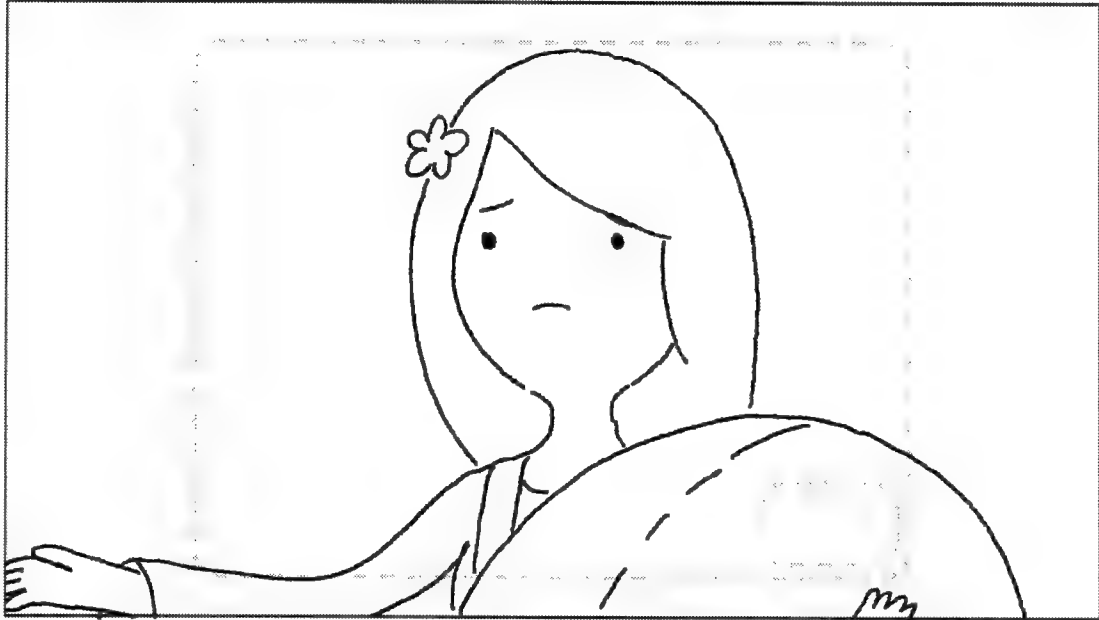


Sc. 145

Pnl. A

Bg.

day night



Sc. 145

Pnl. B

Bg.

day night



Dialog:

Action:

S.P.

Timing:

EPISODE #

Production :

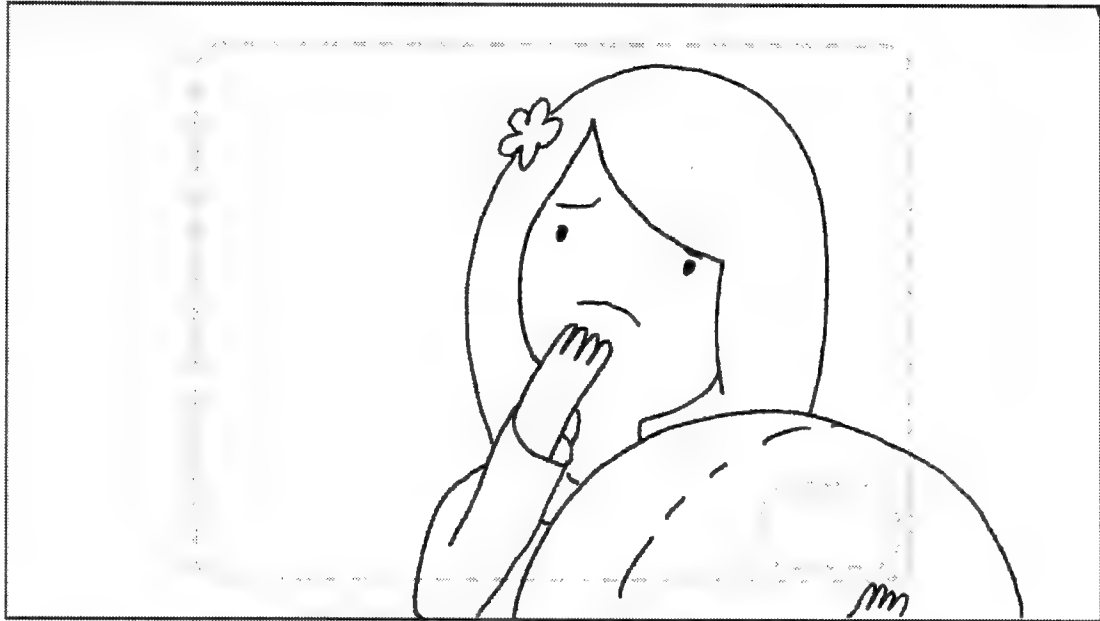
1034-209

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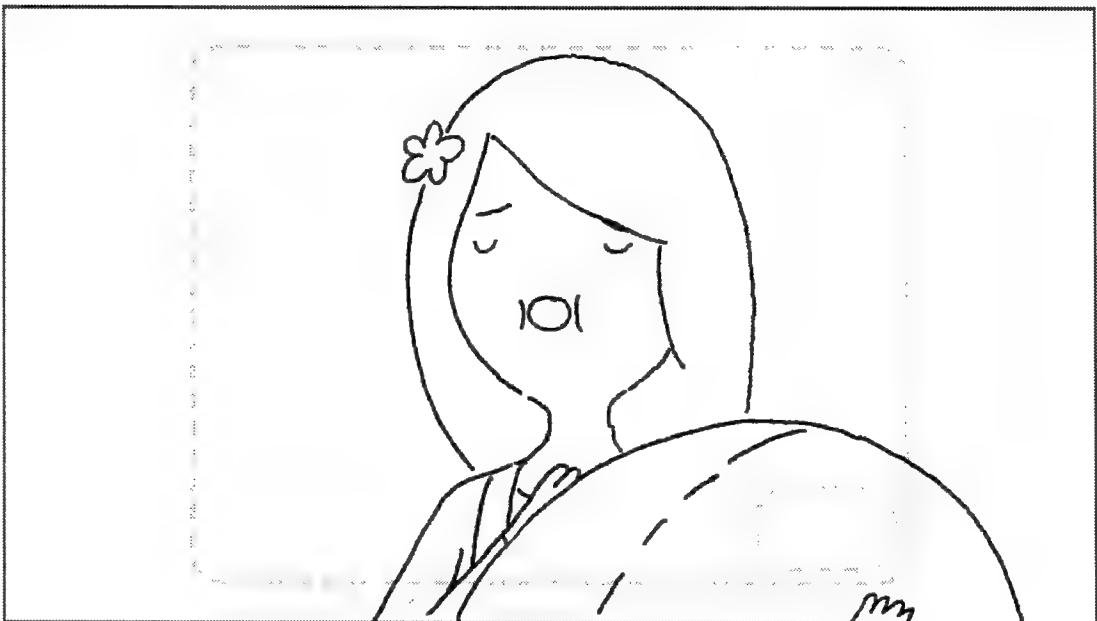
ADVENTURE TIME



Sc. 145 Pnl. C Bg. day night



Sc. 145 Pnl. D Bg. day night

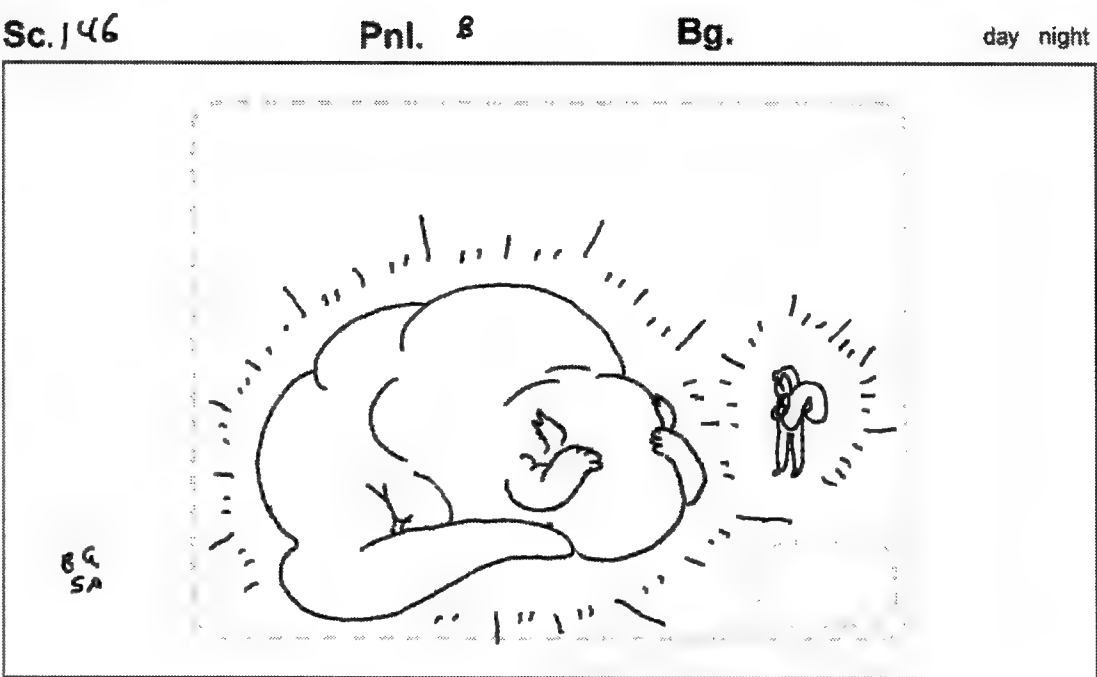
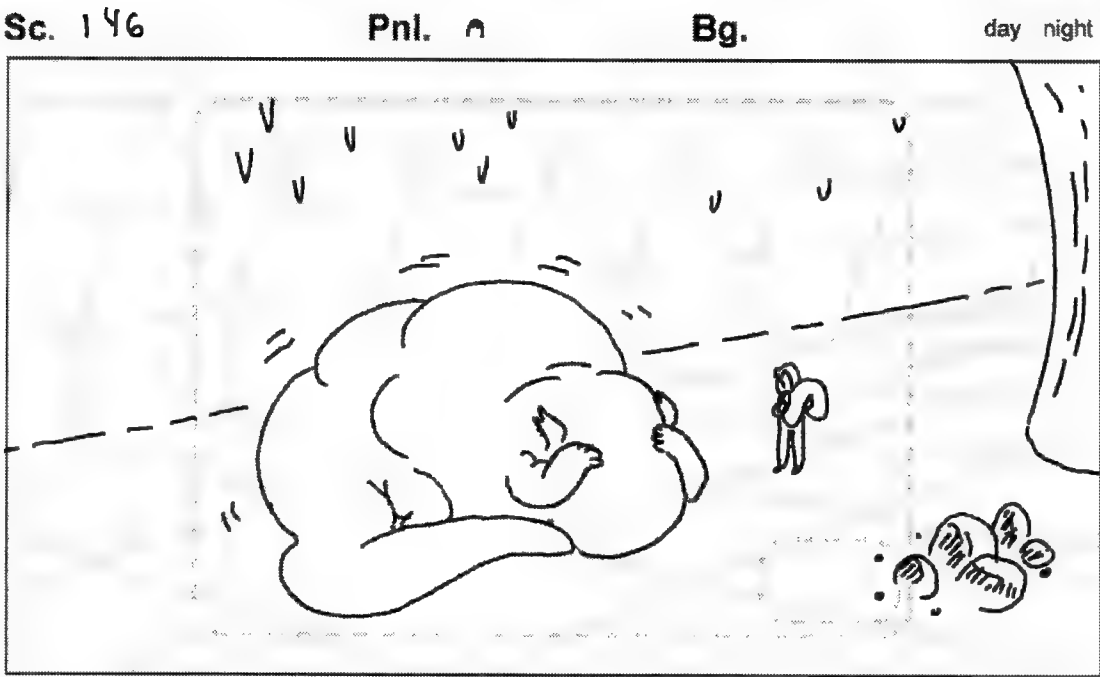


Dialog:	BONNIE STARTS SINGING THE SAME SONG A BEFORE.
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Dialog:
Action: <p>SHAKING.</p> <p>THEY START GLOWING.</p>
Timing:

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ADVENTURE TIME

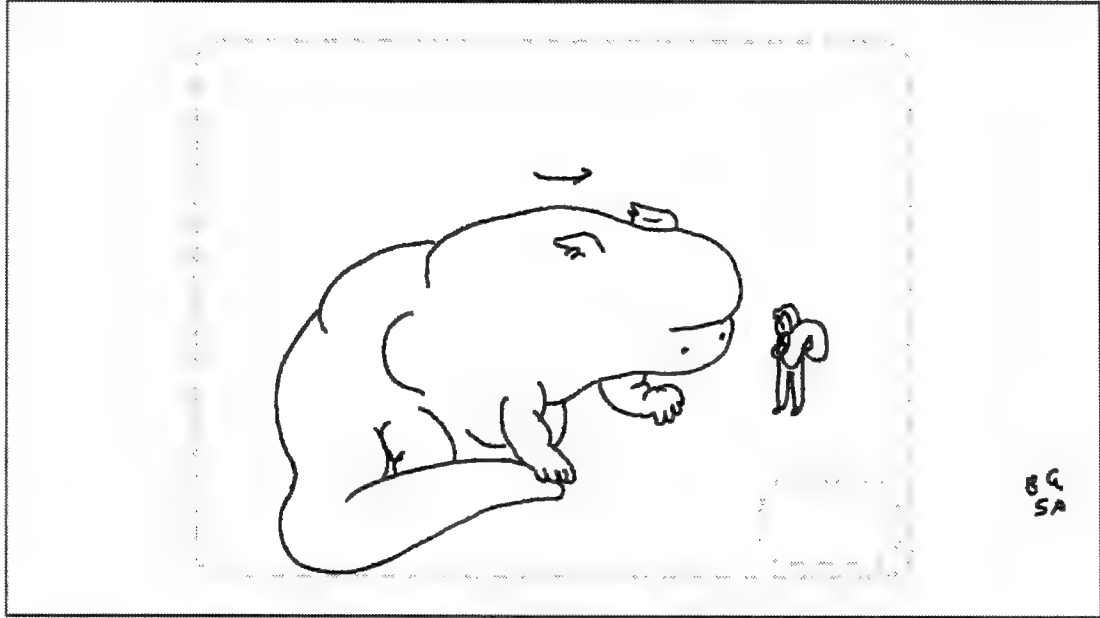


Sc. 146

Pnl. 5

Bg.

day night

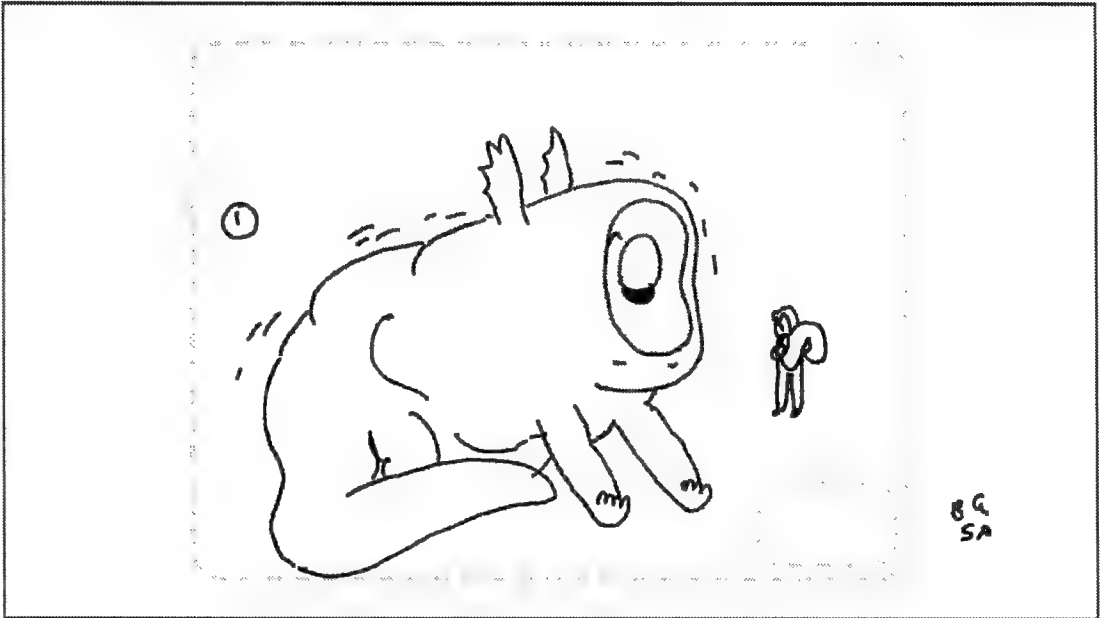


Sc. 146

Pnl. 6

Bg.

day night



Dialog:

(STILL SINGING)

Action:

SHUDDERING YAWN.

Timing:

②



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Production :

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ADVENTURE TIME

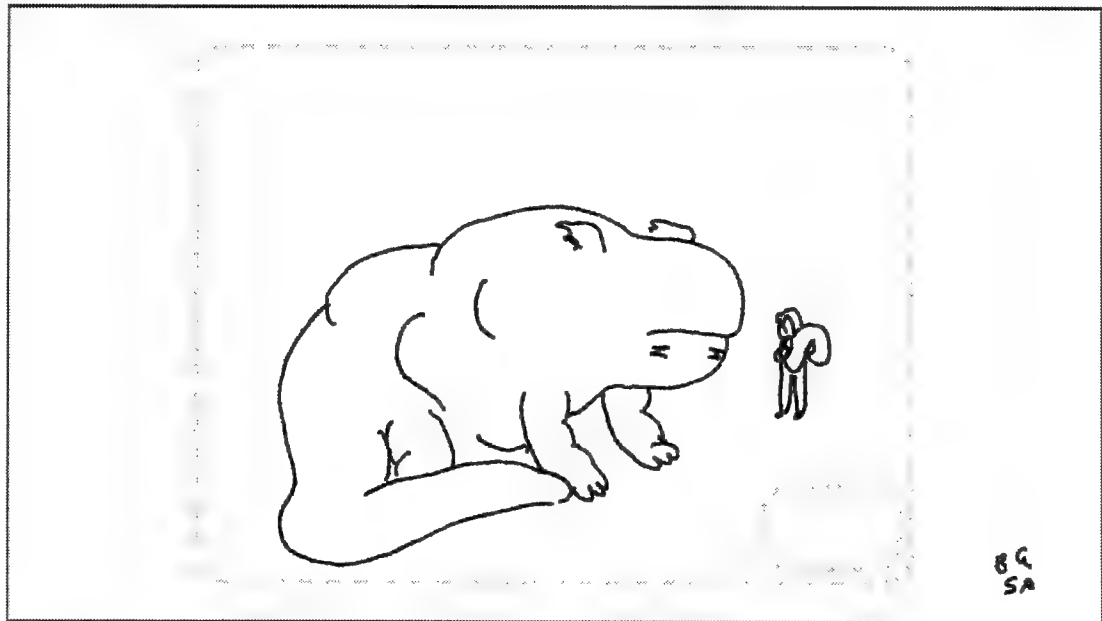


Sc. 146

Pnl. E

Bg.

day night

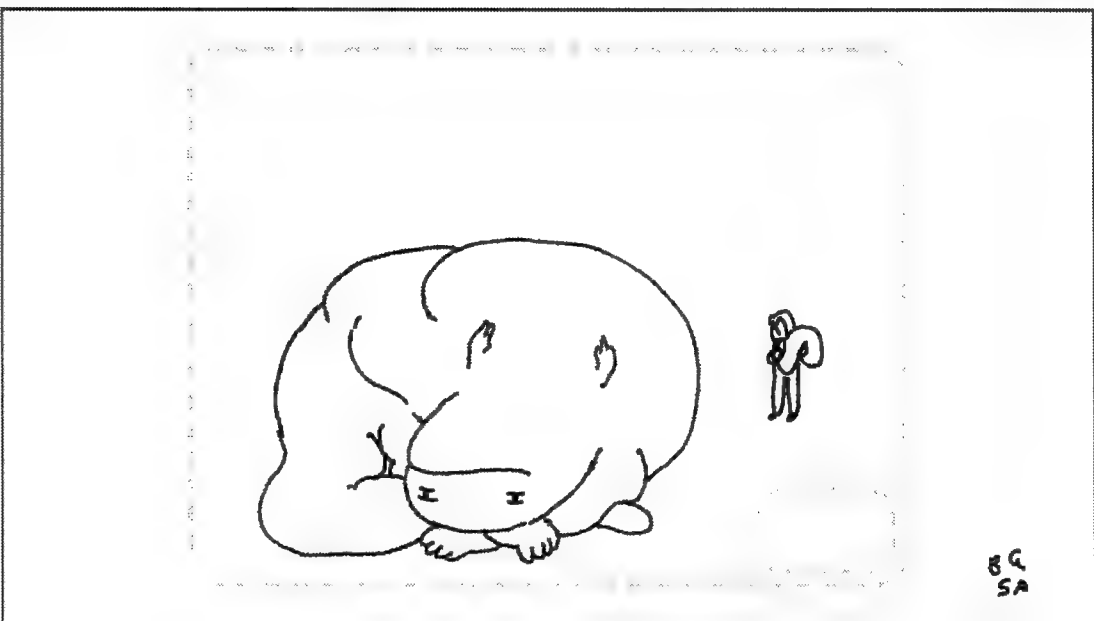


Sc. 146

Pnl. F

Bg.

day night



Dialog:
② : S I G N :
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

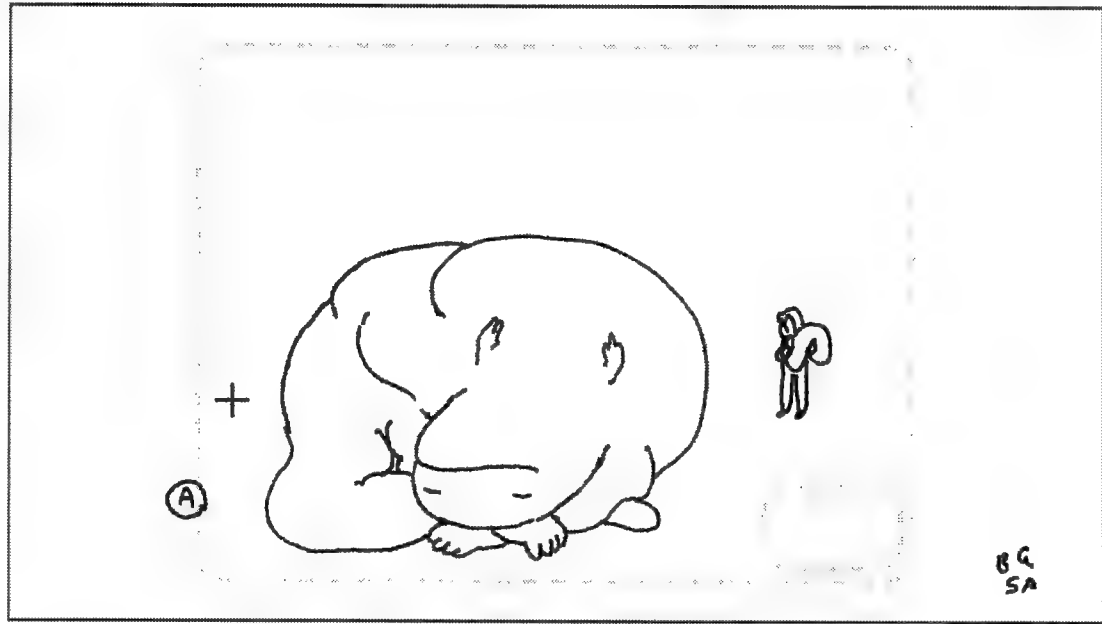


Sc. 146

Pnl. G

Bg.

day night

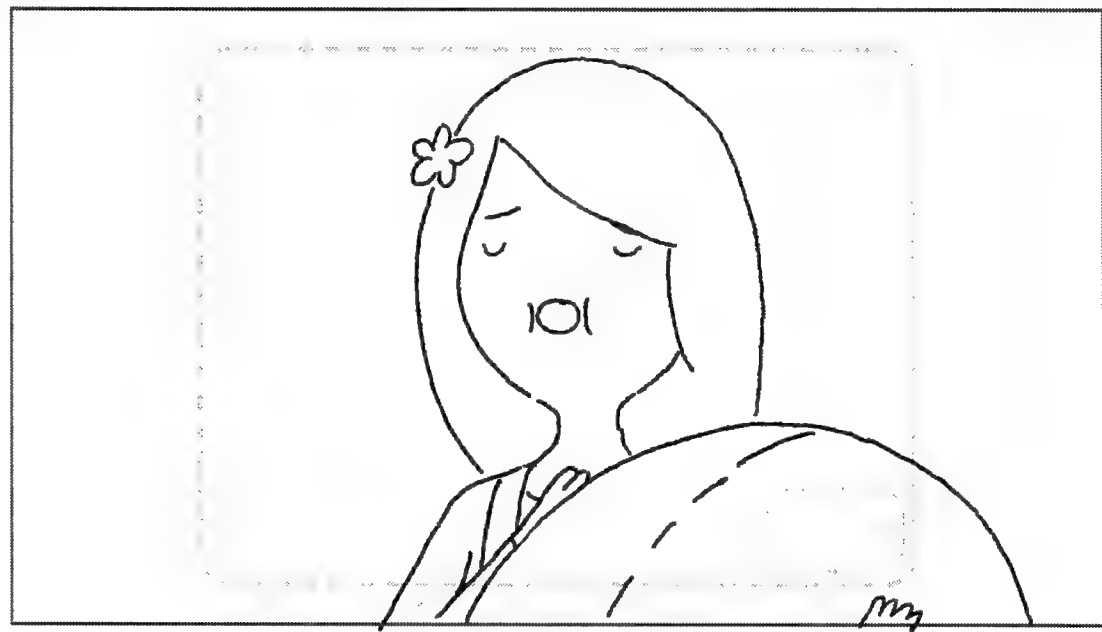


Sc. 147

Pnl. A

Bg.

day night



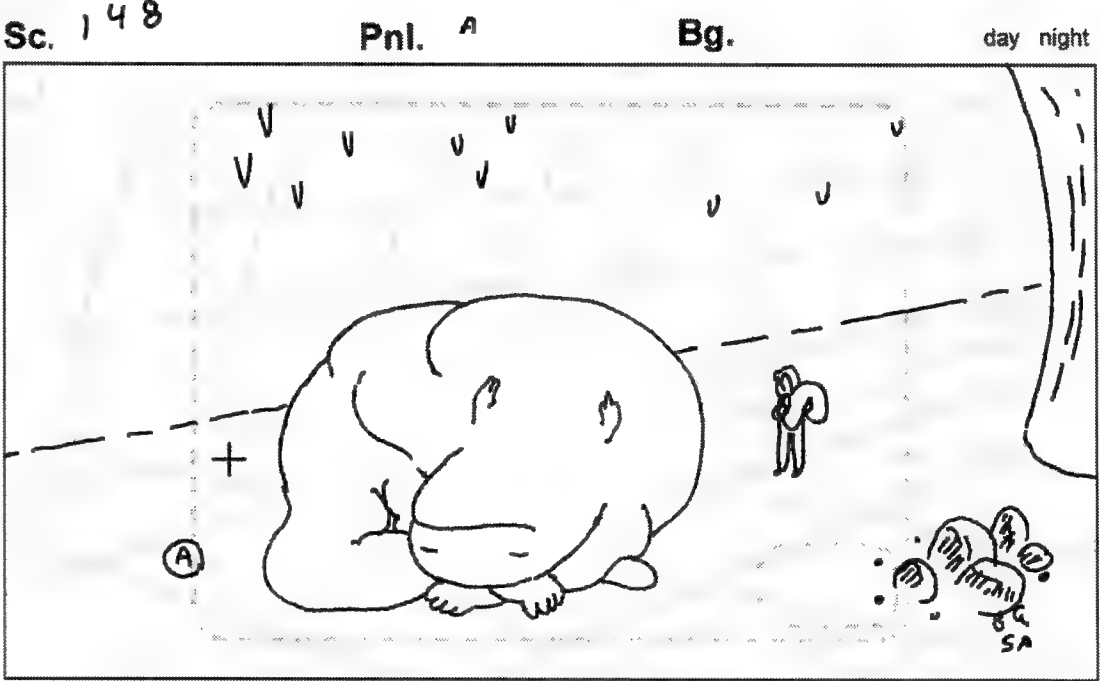
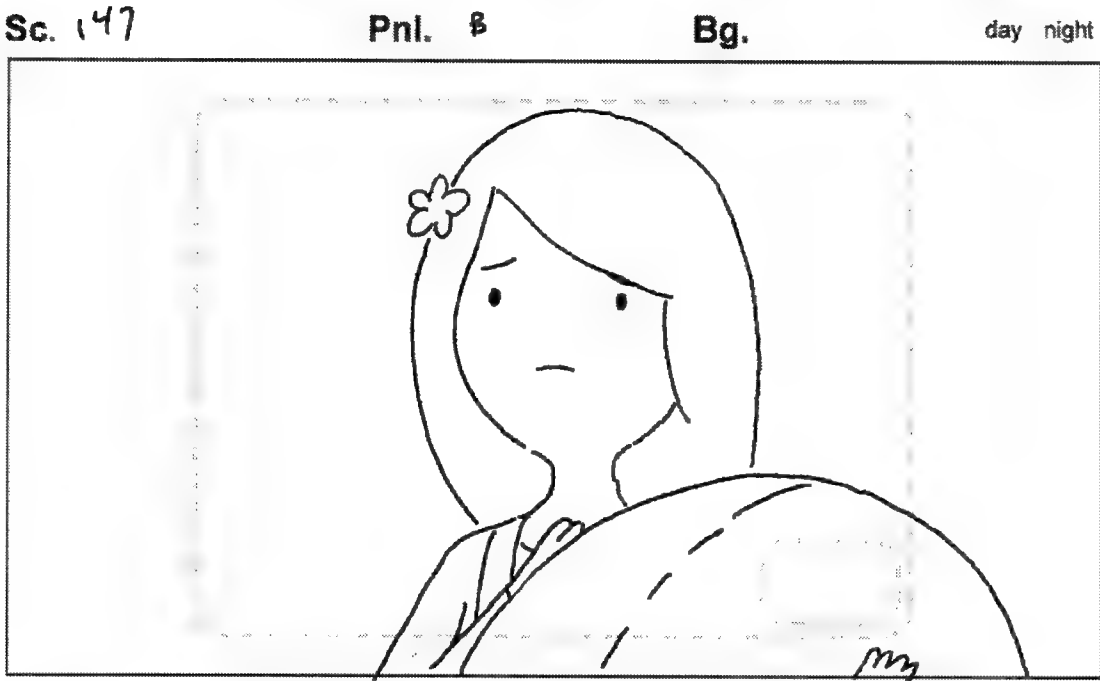
Dialog:	
(B) FINISHES SONG.	
Action:	ASLEEP. (DEEP BREATHING (ABABAB....))
Timing:	



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Production :

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ADVENTURE TIME



Dialog:	
Action:	GLOW FADES.
Timing:	HIS GLOW GONE TOO
	ASLEEP. (DEEP BREATHING (ABABAB....))



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ADVENTURE TIME

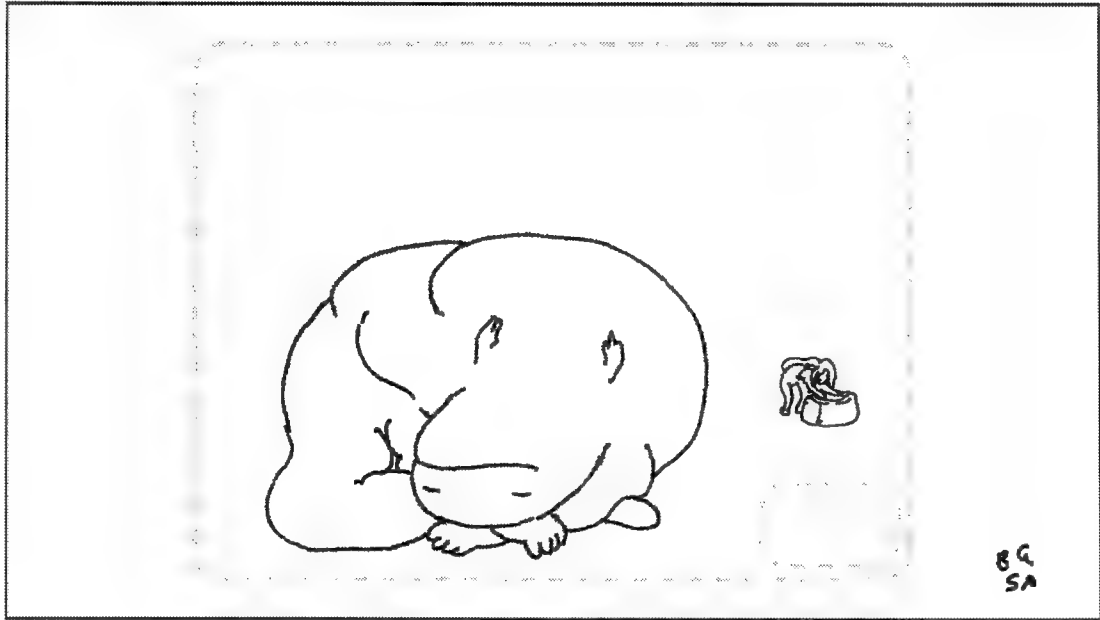


Sc. 148

Pnl. 8

Bg.

day night

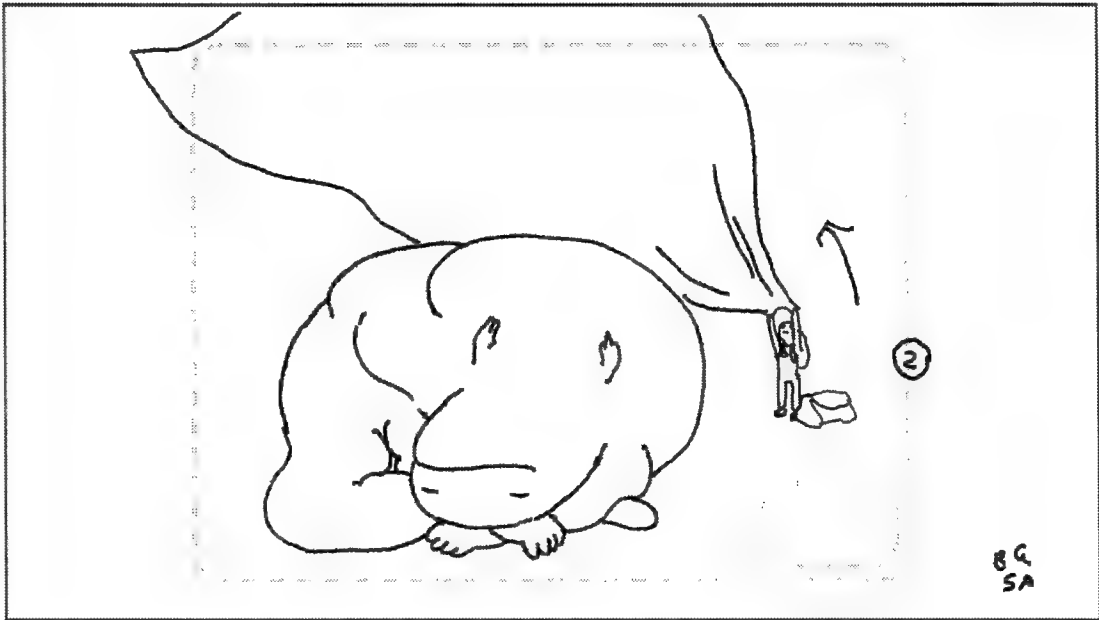


Sc. 148

Pnl. 9

Bg.

day night



Dialog:

Action:



Timing:

EPISODE # **1034-209**
Production :

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ADVENTURE TIME




Sc. 148

Pnl. 0

Bg.

day night




BG
SA

Sc. 148

Pnl. 1

Bg.

day night



BG
SA

Dialog:
Action:
Timing:

1034-209

EPISODE #

Production :

ADVENTURE TIME

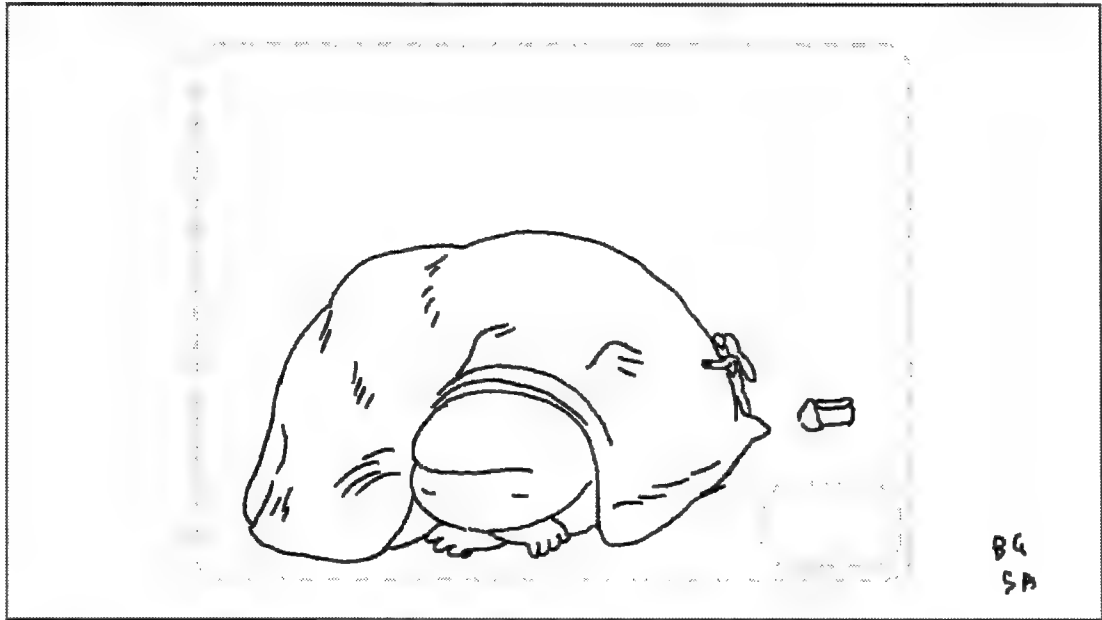


Sc. 148

Pnl. F

Bg.

day night



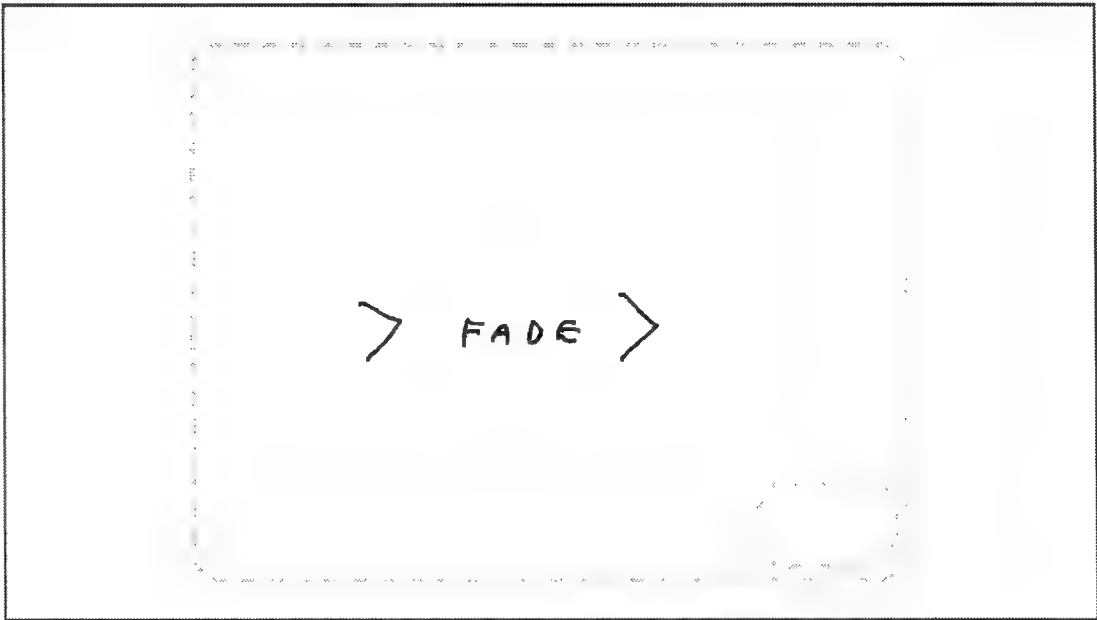
BG
SA

Sc. -

Pnl. -

Bg.

day night



Dialog:

Action:

HUGS HIM.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

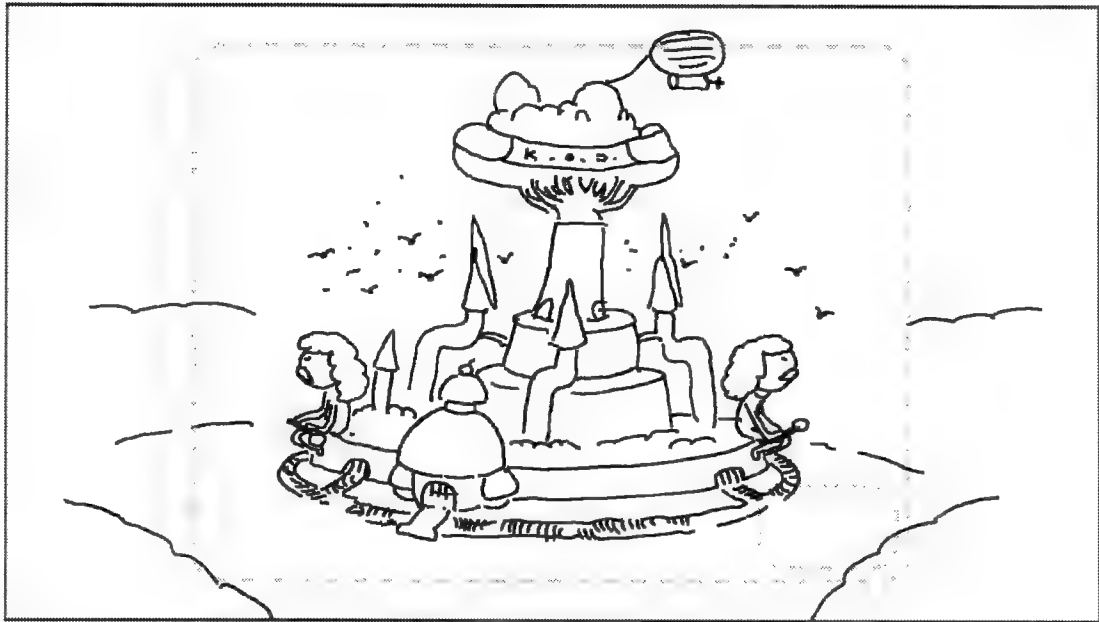


Sc. 149

Pnl. A

Bg.

day night

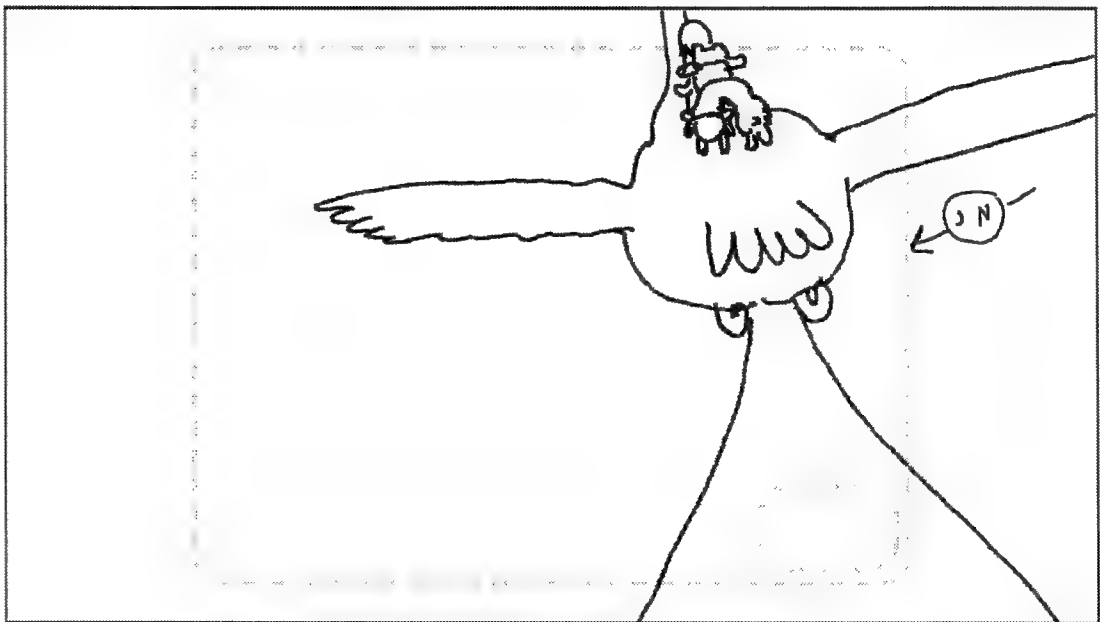


Sc. 149

Pnl. B

Bg.

day night



Dialog:

Action:

- DRIED OUT KINGDOM, CARRION BIRDS
CIRCLE THE KINGDOM LIKE FLIES.

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME

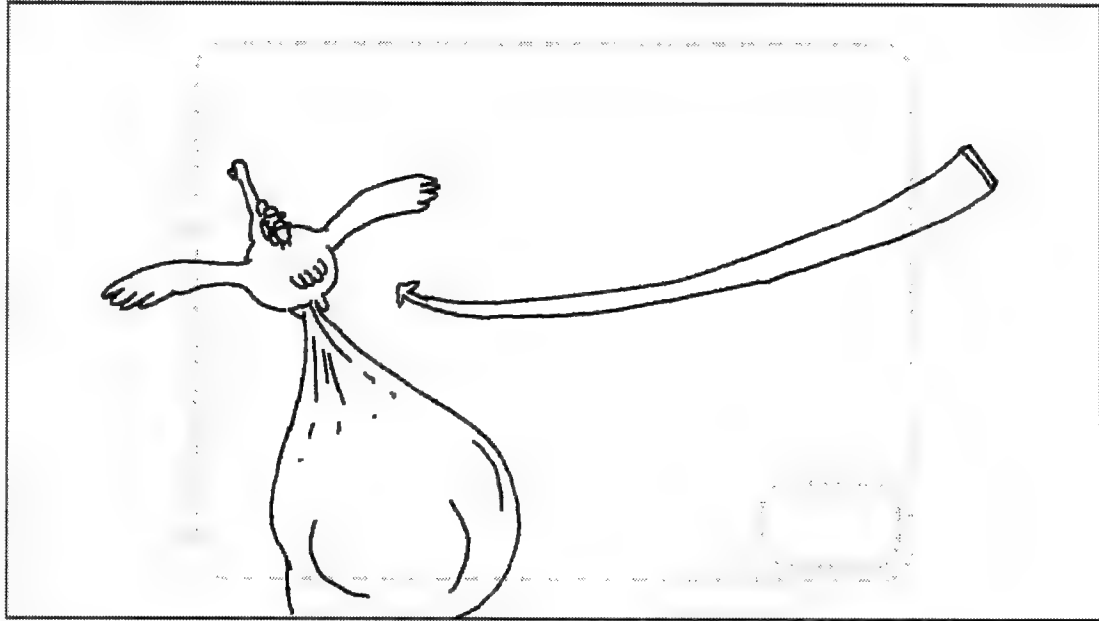


Sc. 149

Pnl. C

Bg.

day night

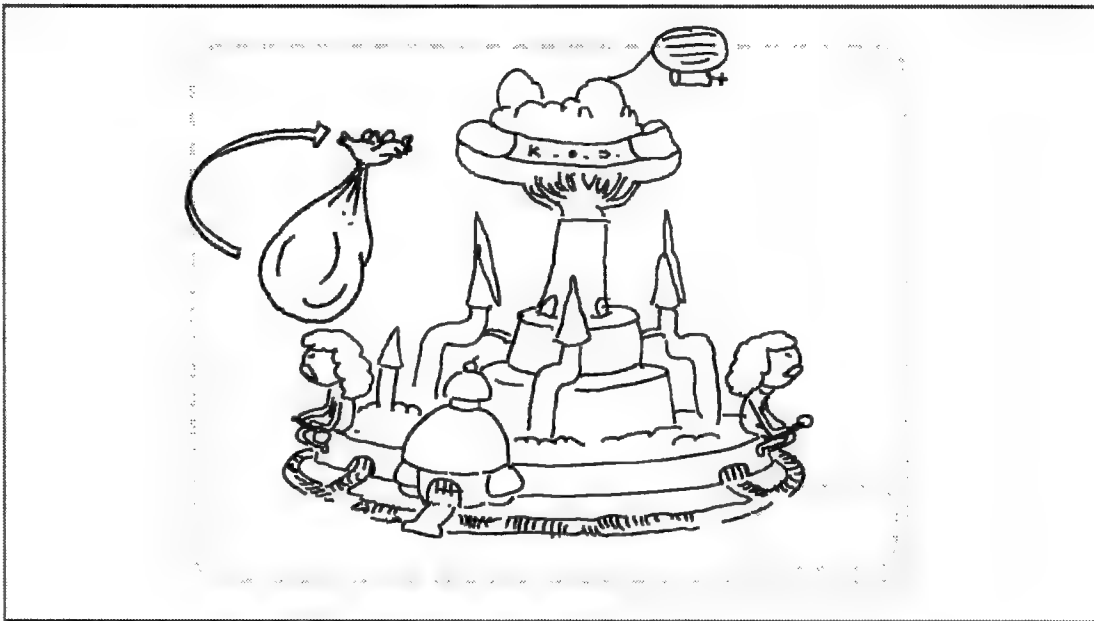


Sc. 149

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

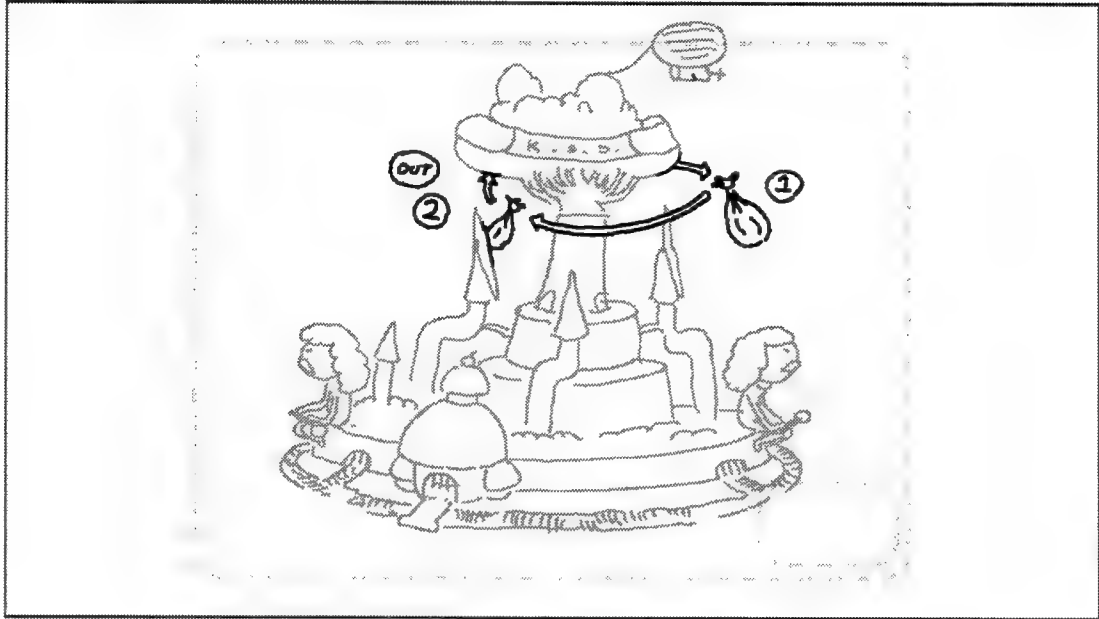


Sc. 149

Pnl. E

Bg.

day night

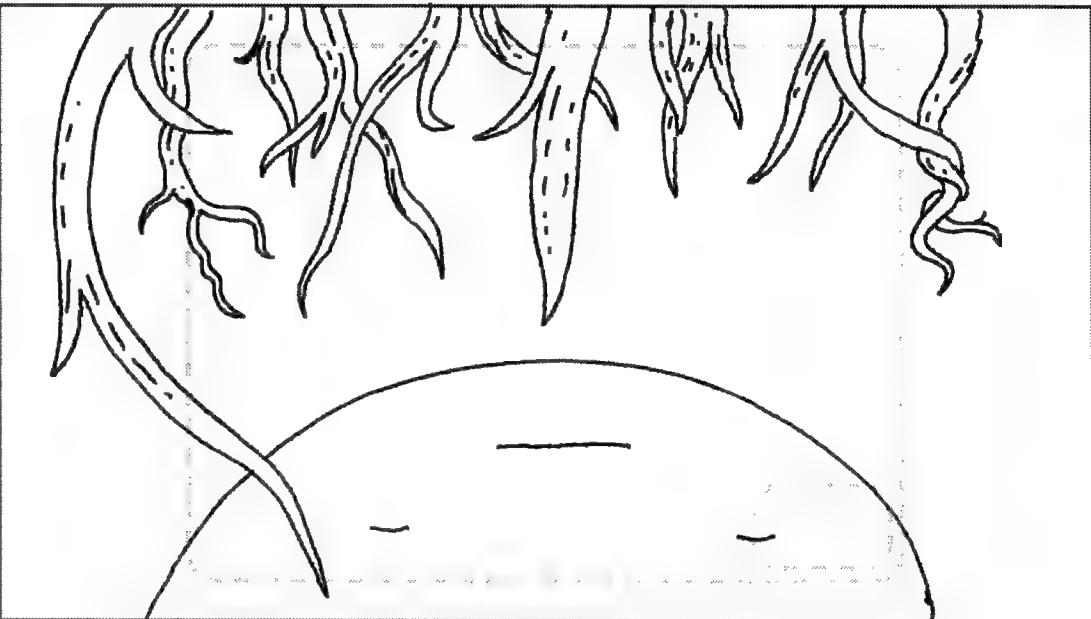


Sc. 150

Pnl. A

Bg.

day night



Dialog:

Action:

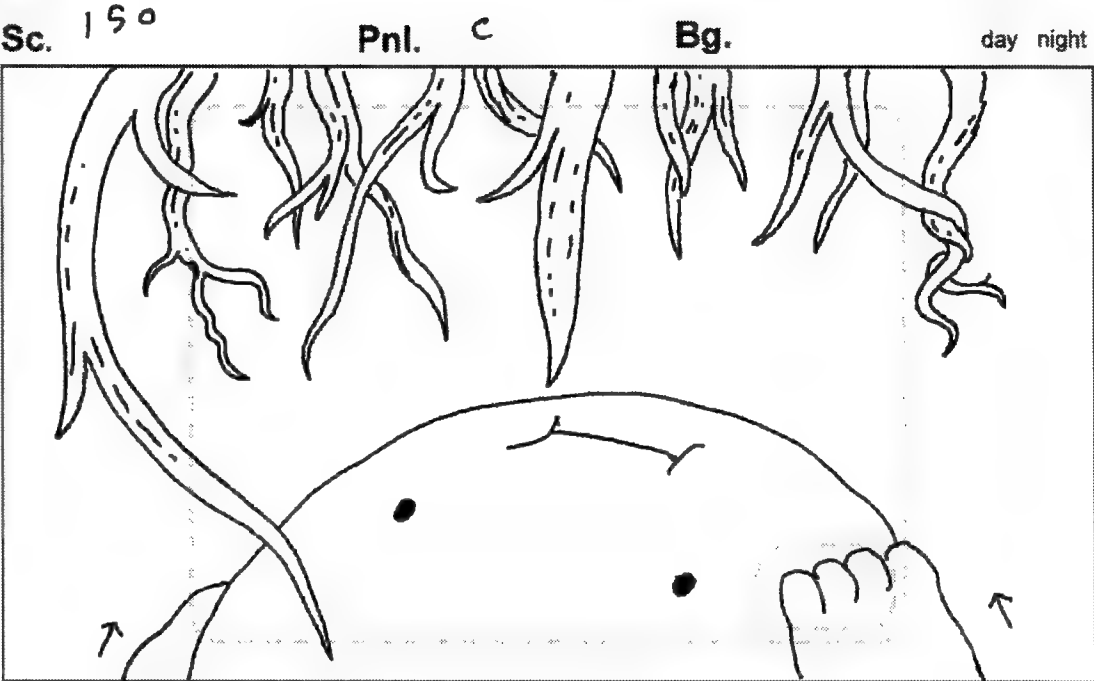
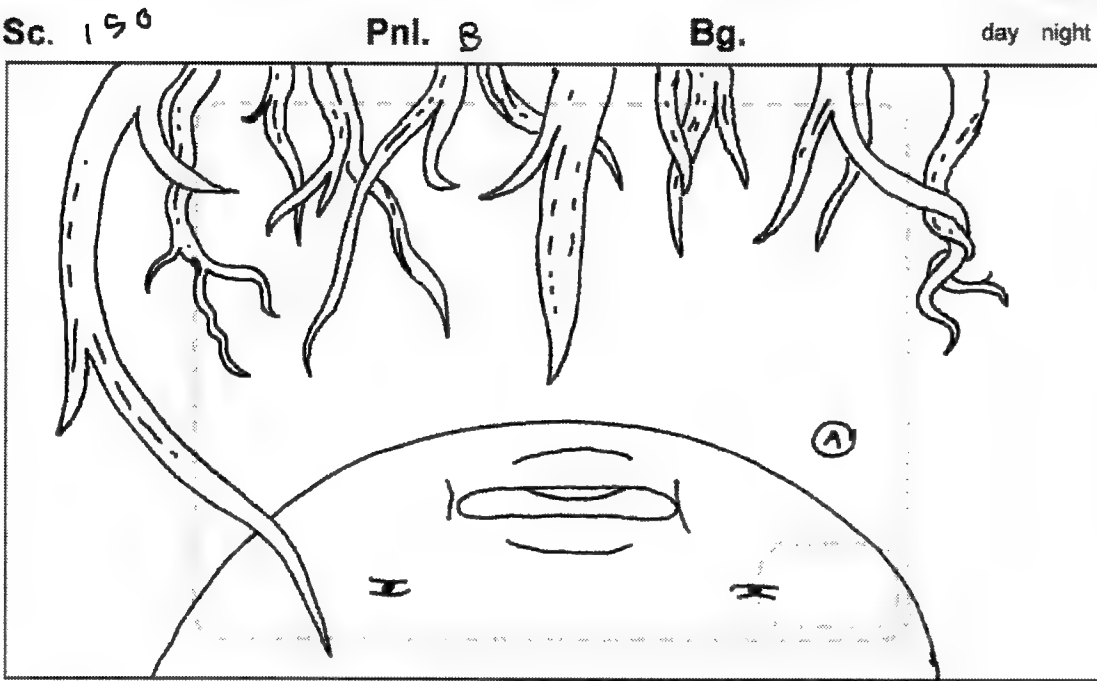
REUSED BG FROM TOM'S SECTION.

Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

② = SMAK = SMAK = SMAK =

Action:

Timing:

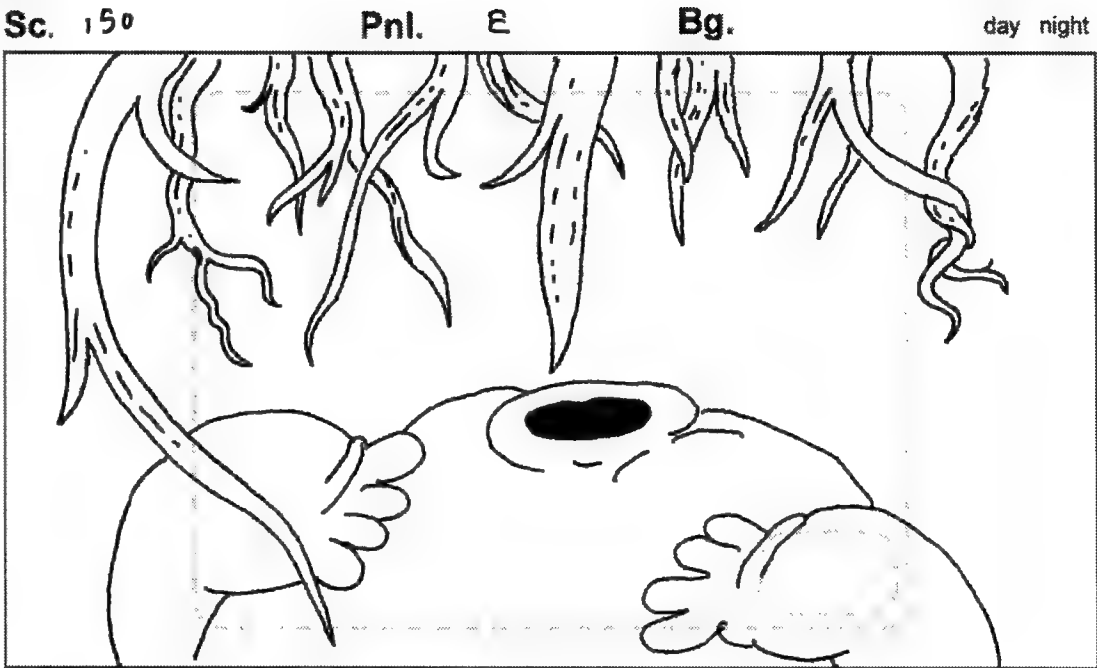
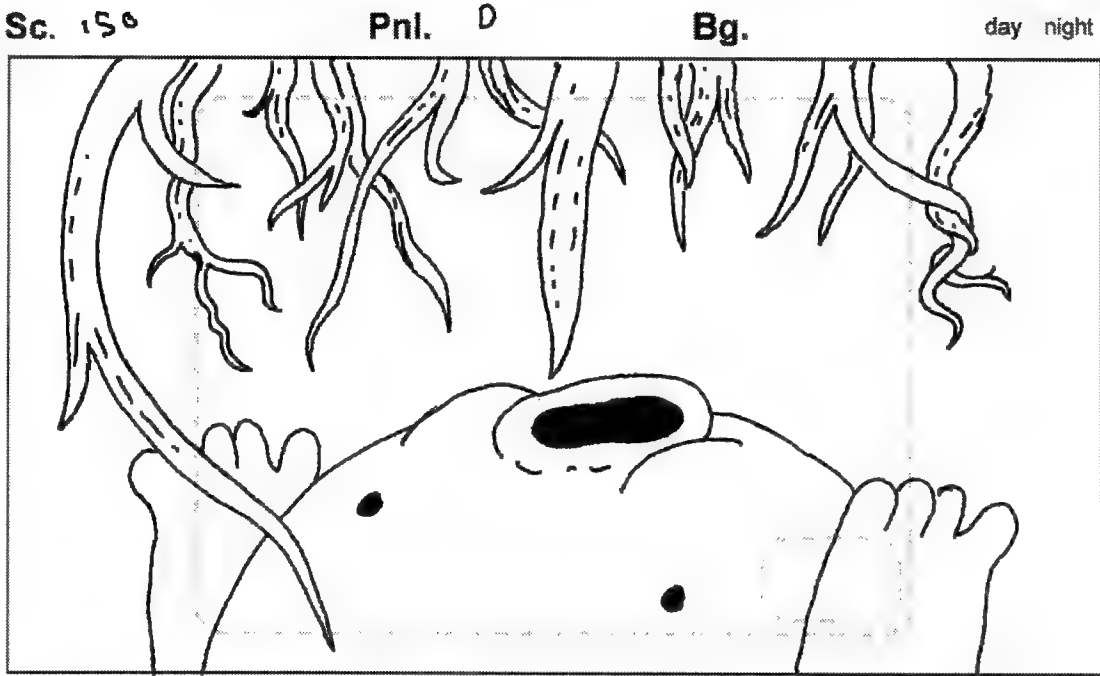
1034-209

EPISODE #

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ADVENTURE TIME



Dialog:

(N) - GASP! -

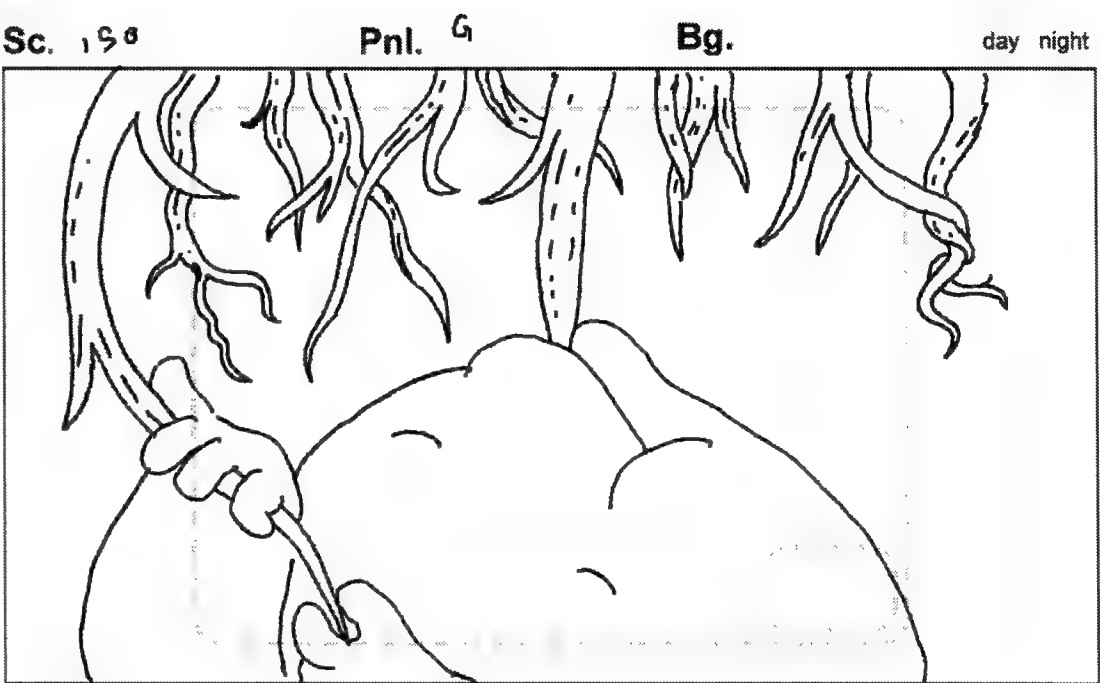
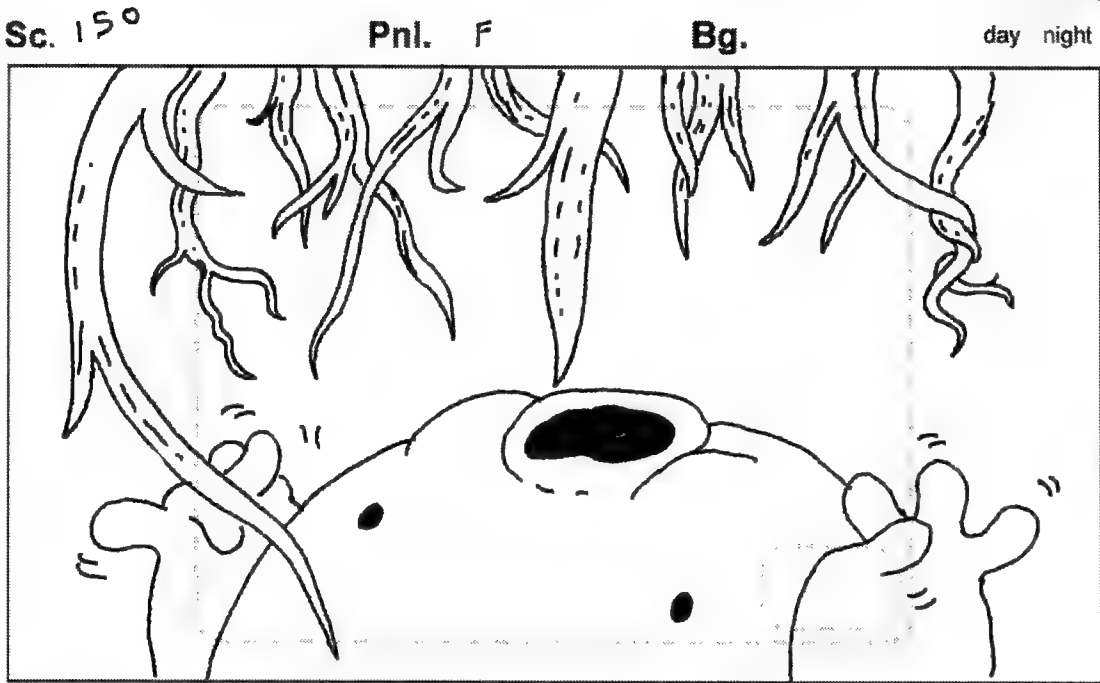
Action:

COVERS EYES.

Timing:

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ADVENTURE TIME

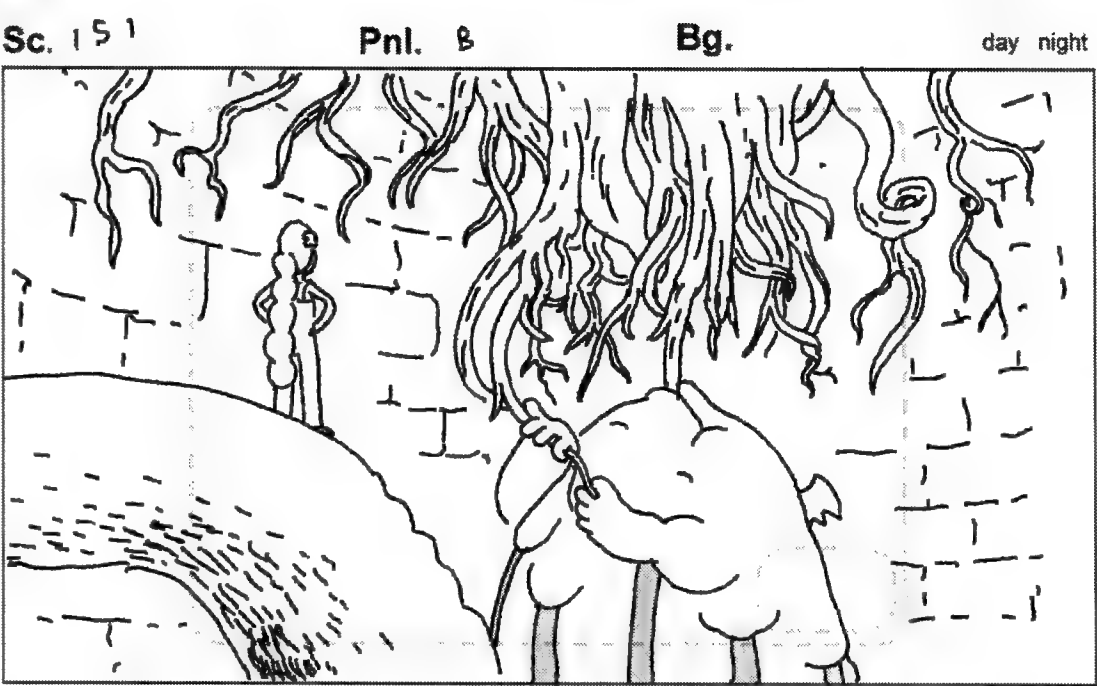
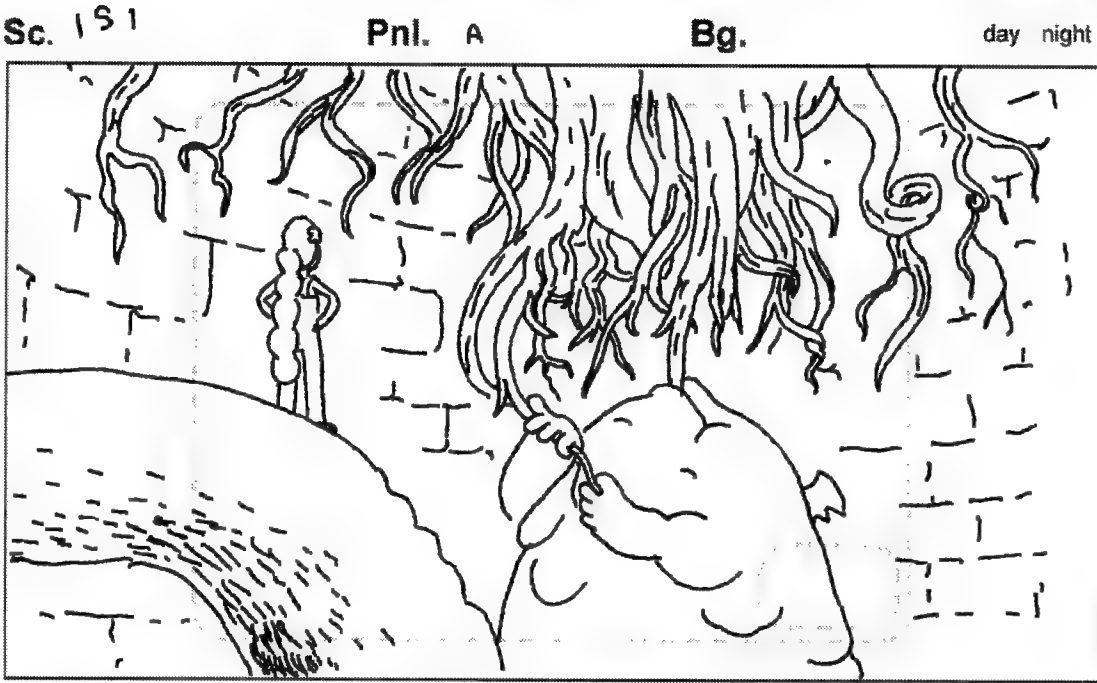


Dialog:	@ GASP !!!!!	@ SUK, SUK, SUK!
Action:	• DOUBLE TAKE • WAGGLES FINGERS.	
Timing:		

Production : 1034-209 EPISODE #

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ADVENTURE TIME



Dialog:
Action: REUSED BG FROM TOM'S SECTION. JUICE STARTS TO FLOW.'
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME

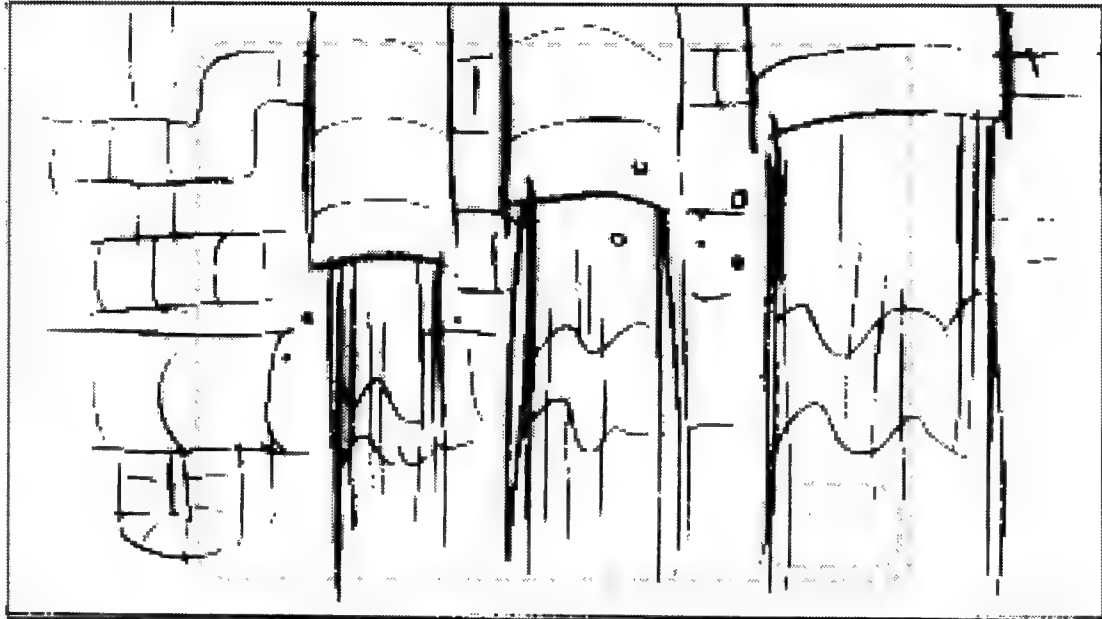


Sc. 152

Pnl. 4

Bg.

day night



Sc. 153

Pnl. 1

Bg.

day night



Dialog:

Action:

BOTH THE BG'S REUSED FROM TOM'S SECTION.

Timing:

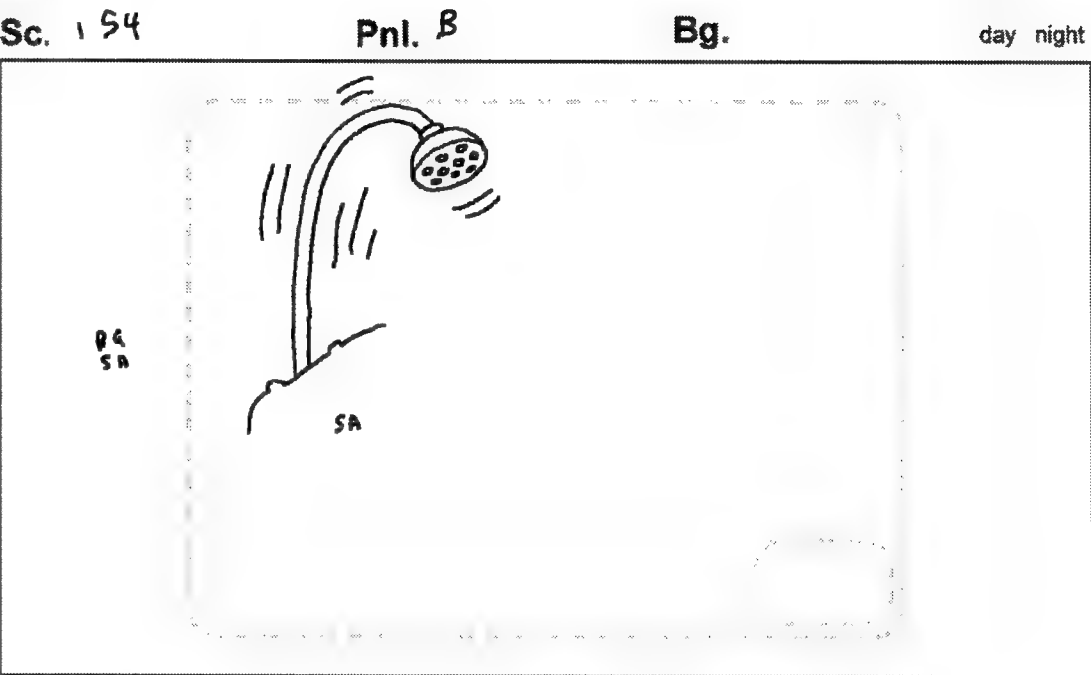
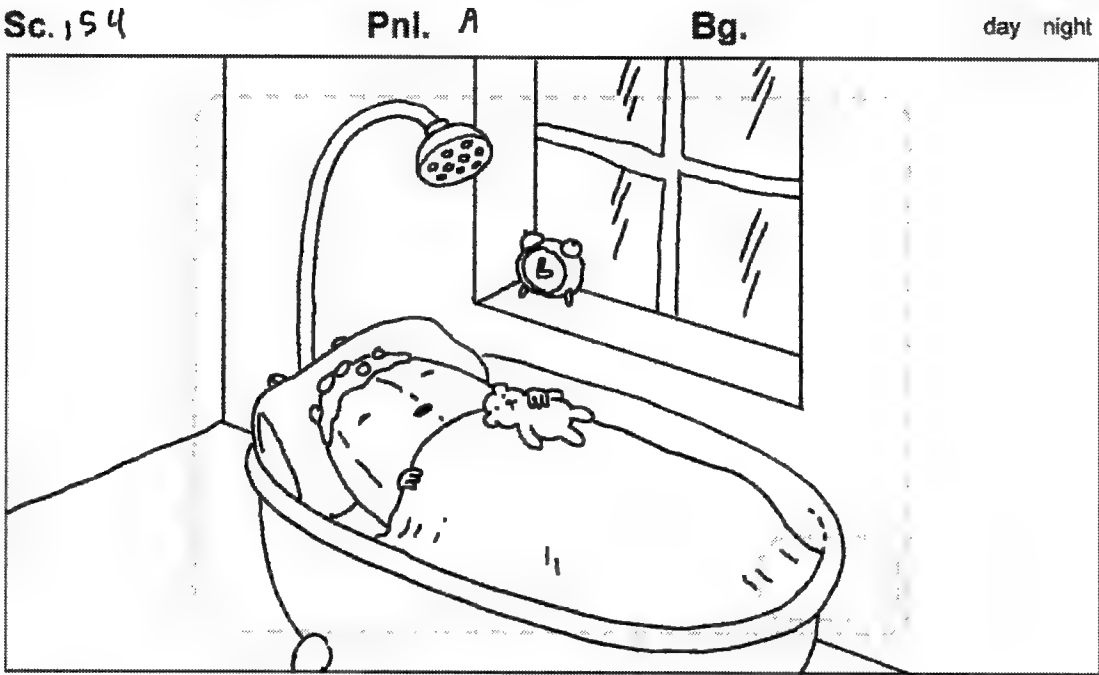
EPISODE #

Production :

1034-209

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ADVENTURE TIME



Dialog:
<div>Ⓟ SNOOZING</div> <div>Ⓢⓕ CHUK! CHUK! CHUK!</div>
Action:
Timing:

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ADVENTURE TIME



Sc. 154

Pnl. B

Bg.

day night

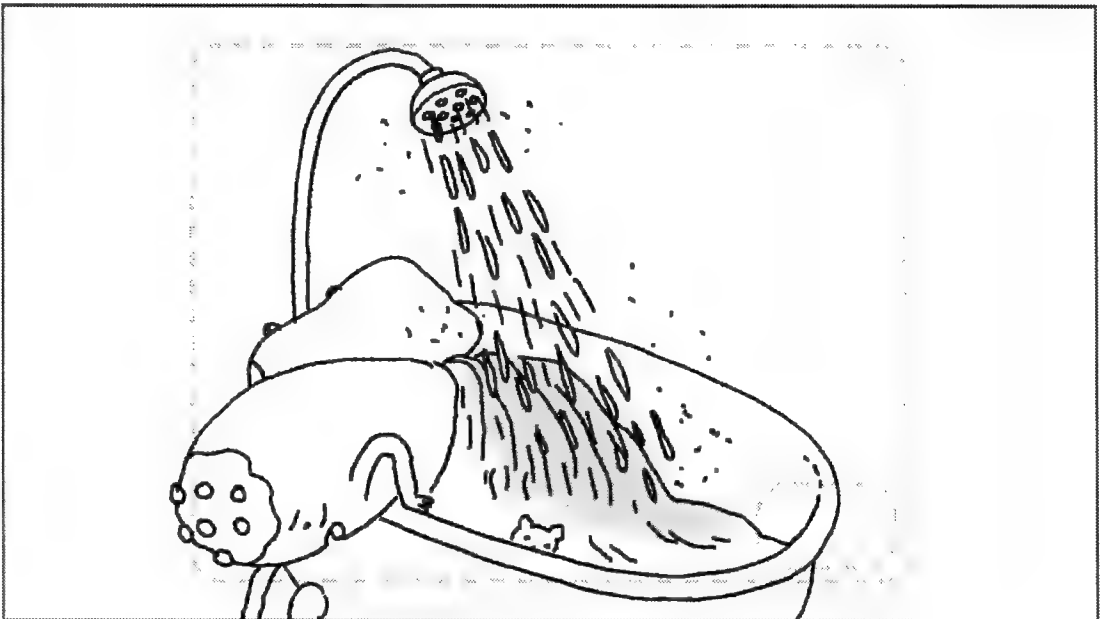


Sc. 154

Pnl. C

Bg.

day night



Dialog:

ⓑ OH !!!!! OH, NO !!!!!

ⓑ I JUST WANT
CONSISTENCY !!!!!!!

Action:

Timing:

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ADVENTURE TIME

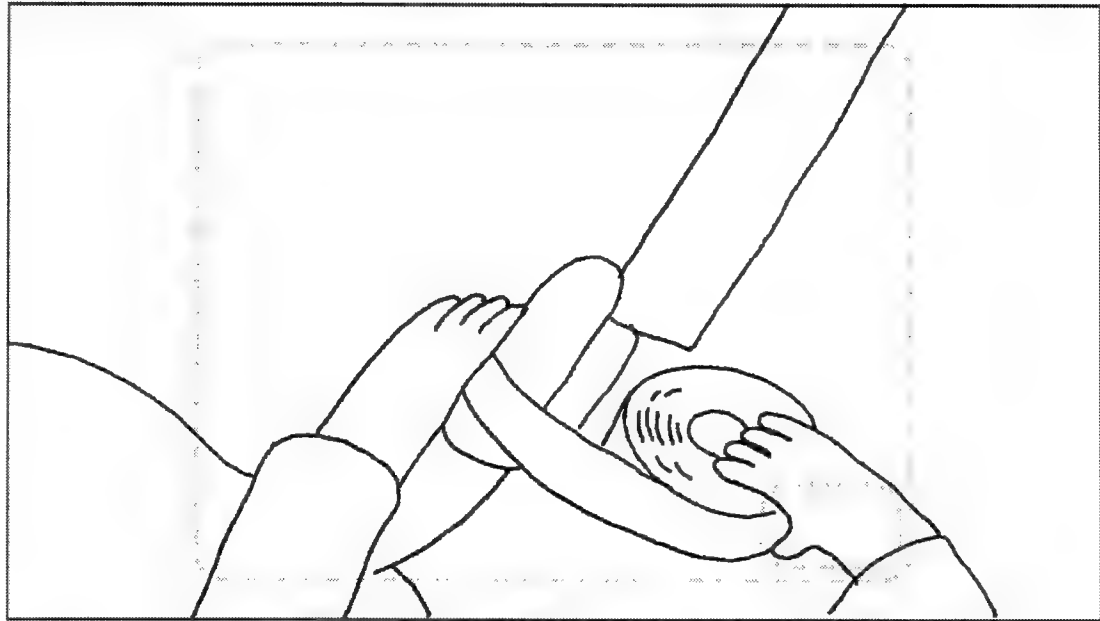


Sc. 195

Pnl. A

Bg.

day night

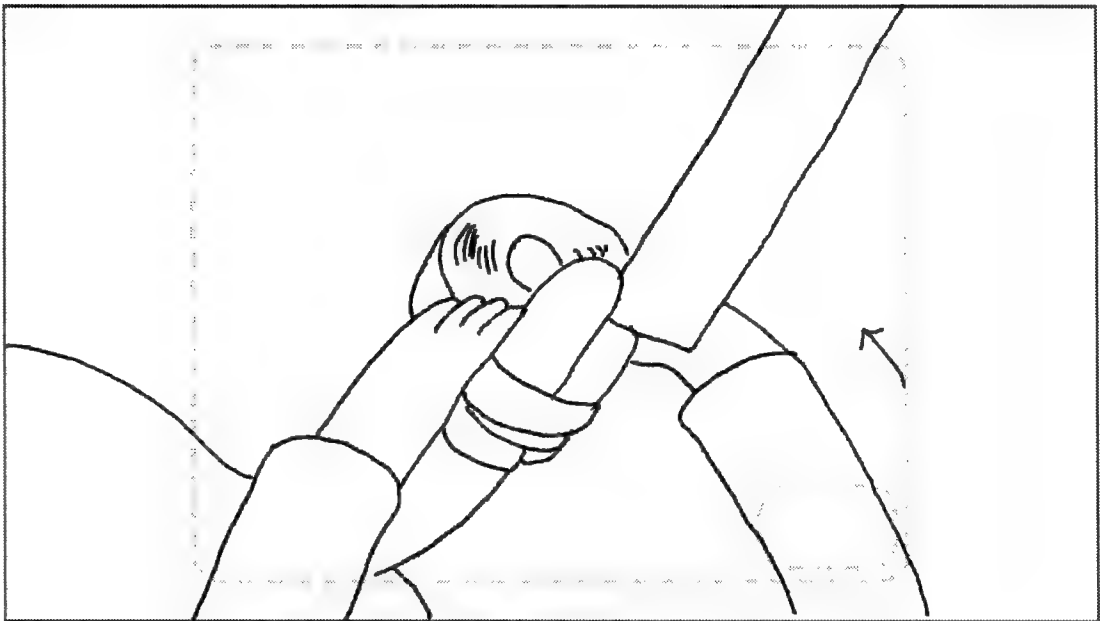


Sc. 195

Pnl. B

Bg.

day night

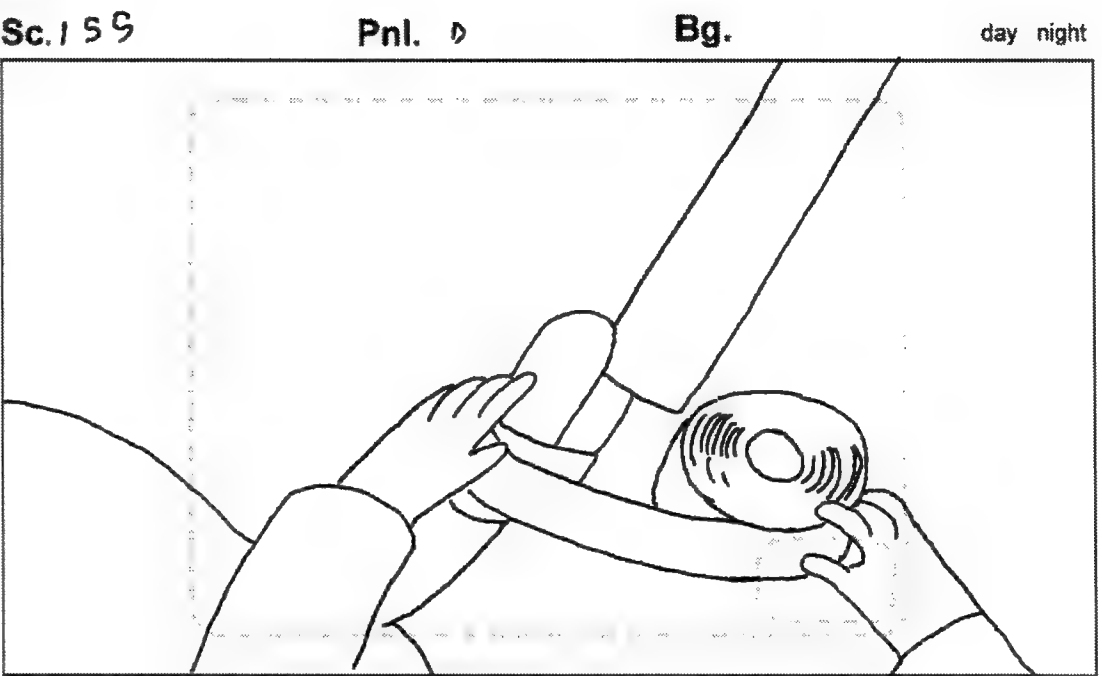
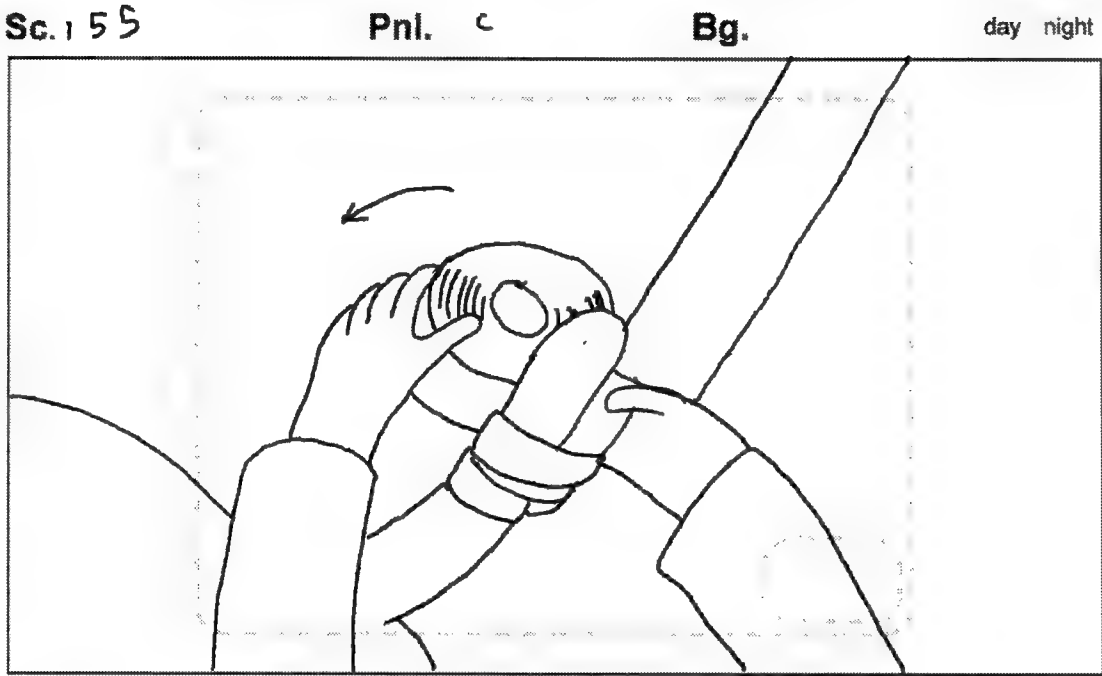


Dialog:	(SFX) TAPE NOISE
Action:	DUCT TAPE
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME

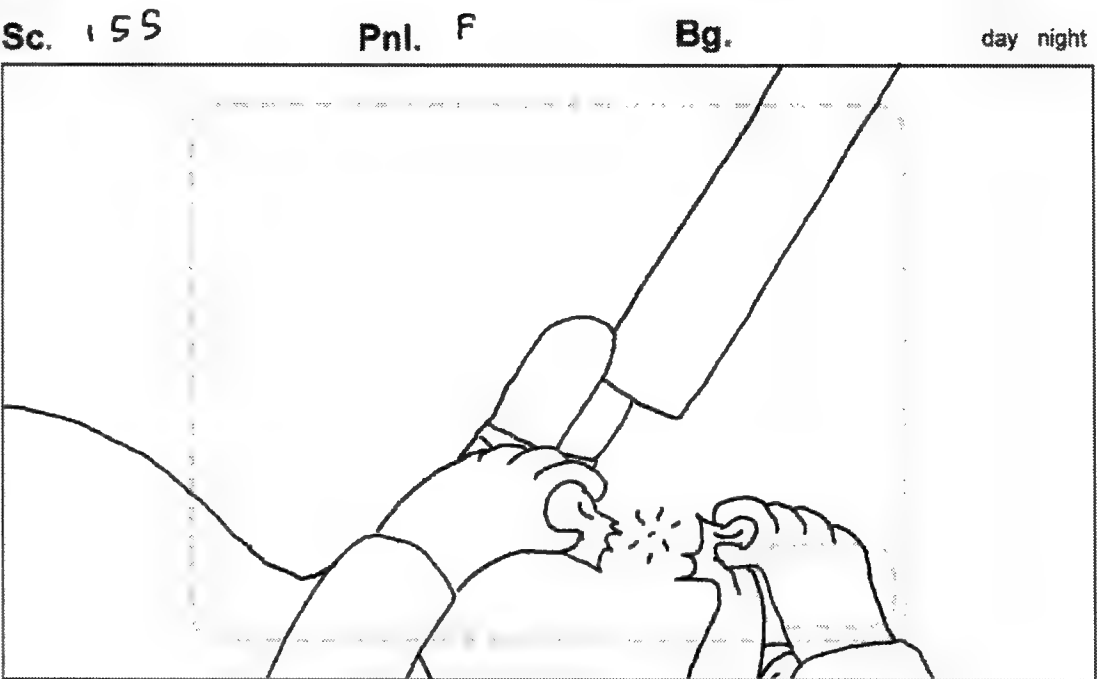
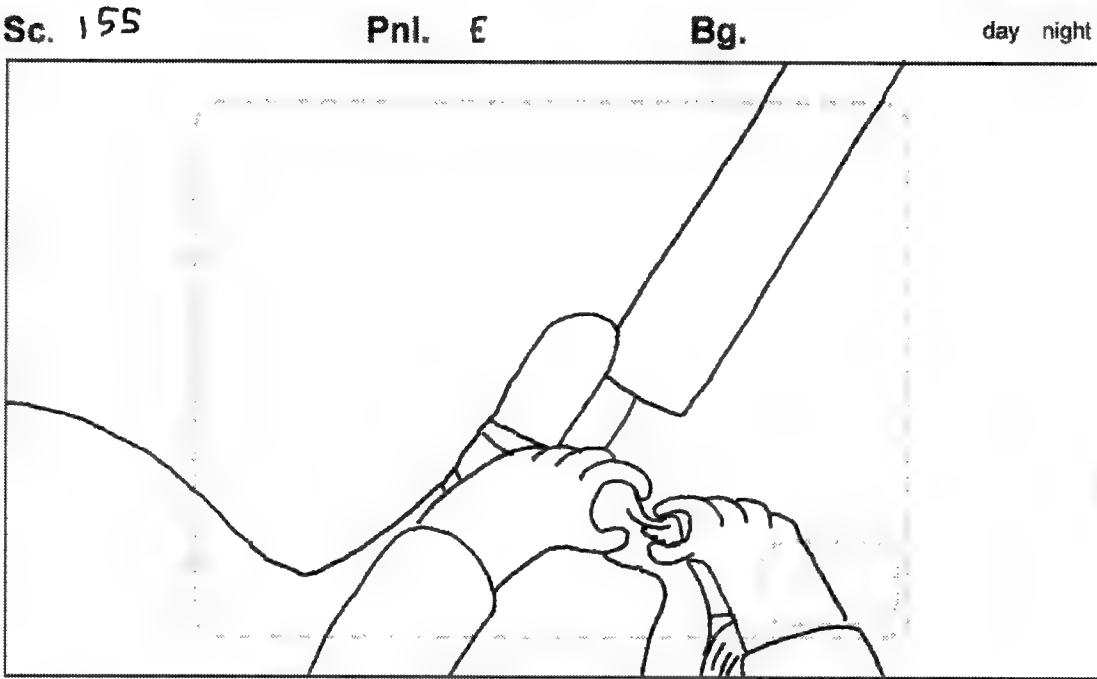


Dialog:	(SFX) TAPE NOISE
Action:	
Timing:	

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ADVENTURE TIME



Dialog:
(SFX) SNAP!
Action:
Timing:

1034-209

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ADVENTURE TIME

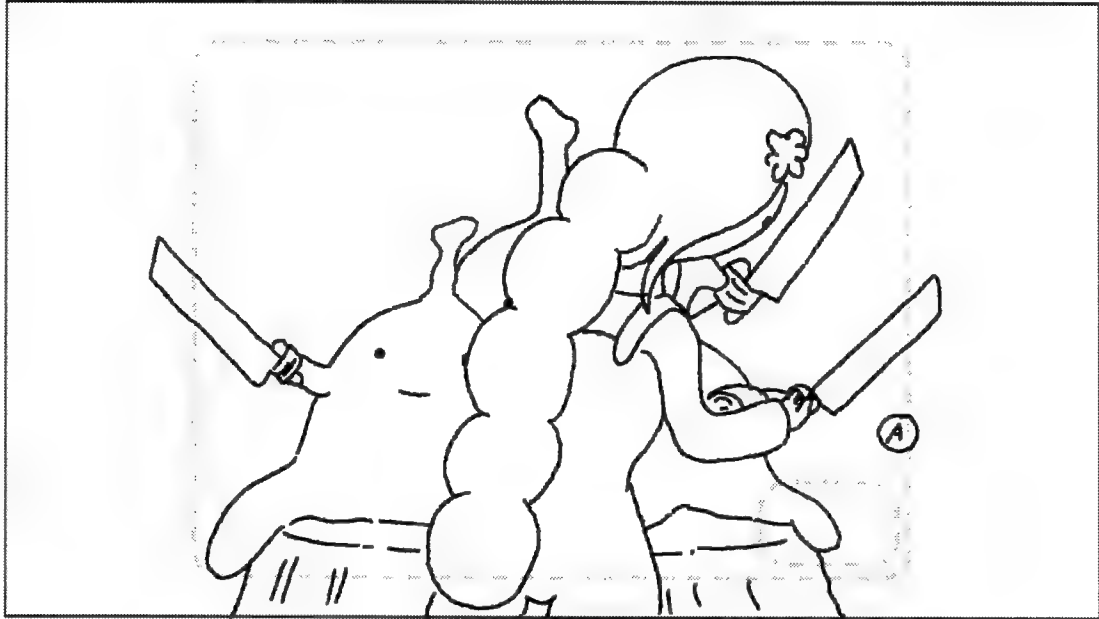


Sc. 196

Pnl. A

Bg.

day night

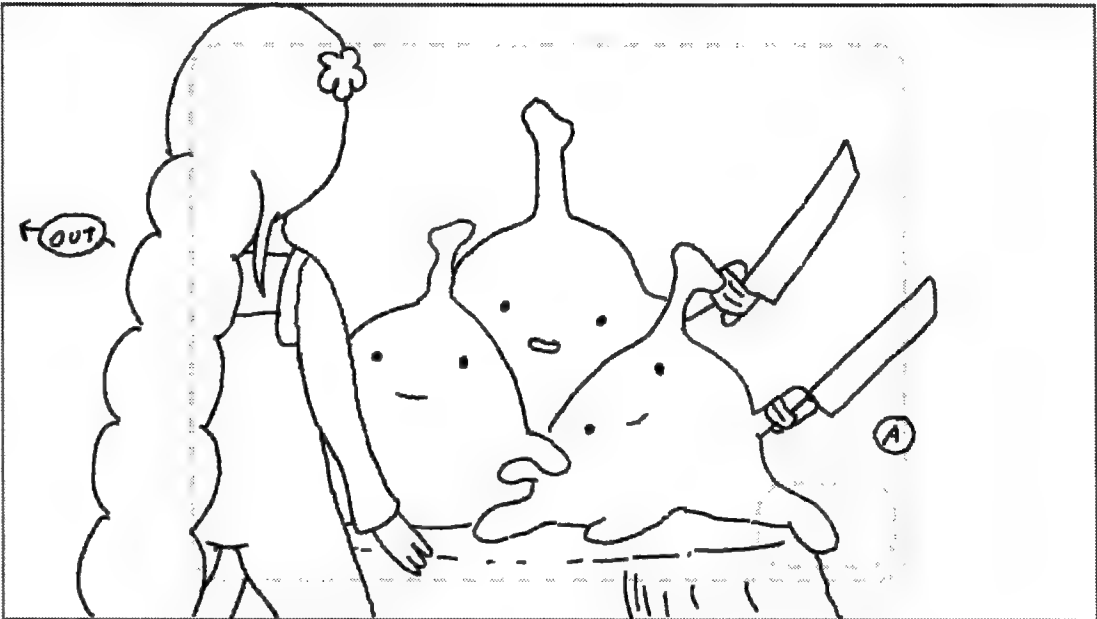


Sc. 196

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME

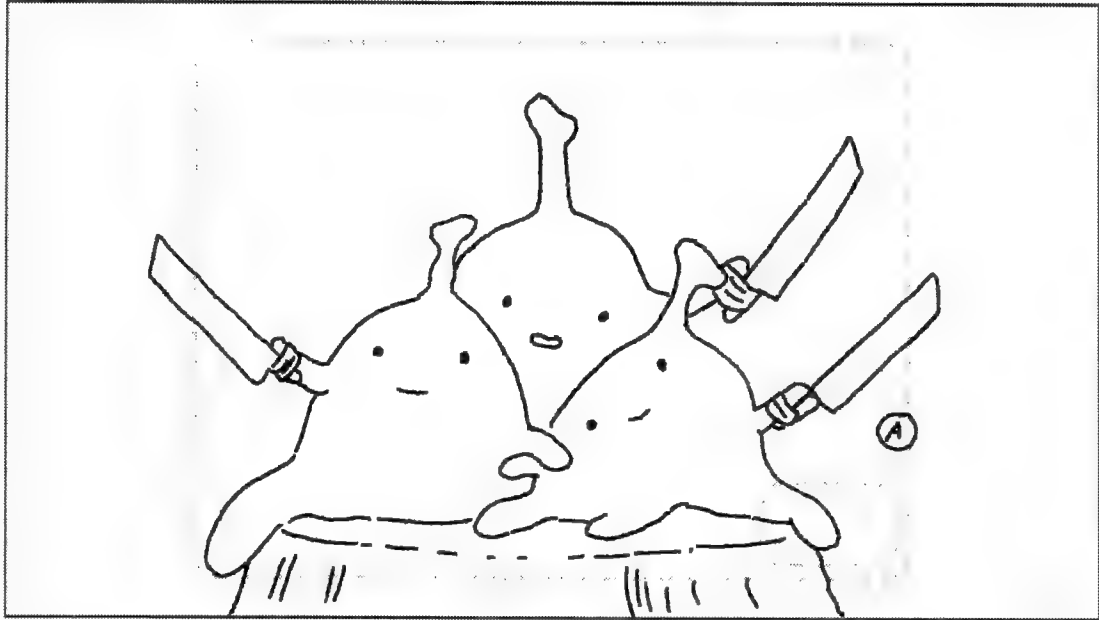


Sc. 156

Pnl. C

Bg.

day night



Sc. 157

Pnl. A

Bg.

day night



Dialog:

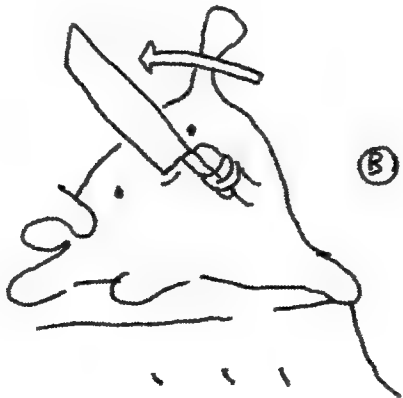
(A) (B) (A)
(KNIFE WHIP! WHIP!
NOISES)

(B) IF THE KING OF OOO TRIES TO COME
HERE AGAIN YOU HAVE MY SECRET
PERMISSION TO STOP HIM.

Action:

(A) (B) (A)

Timing:



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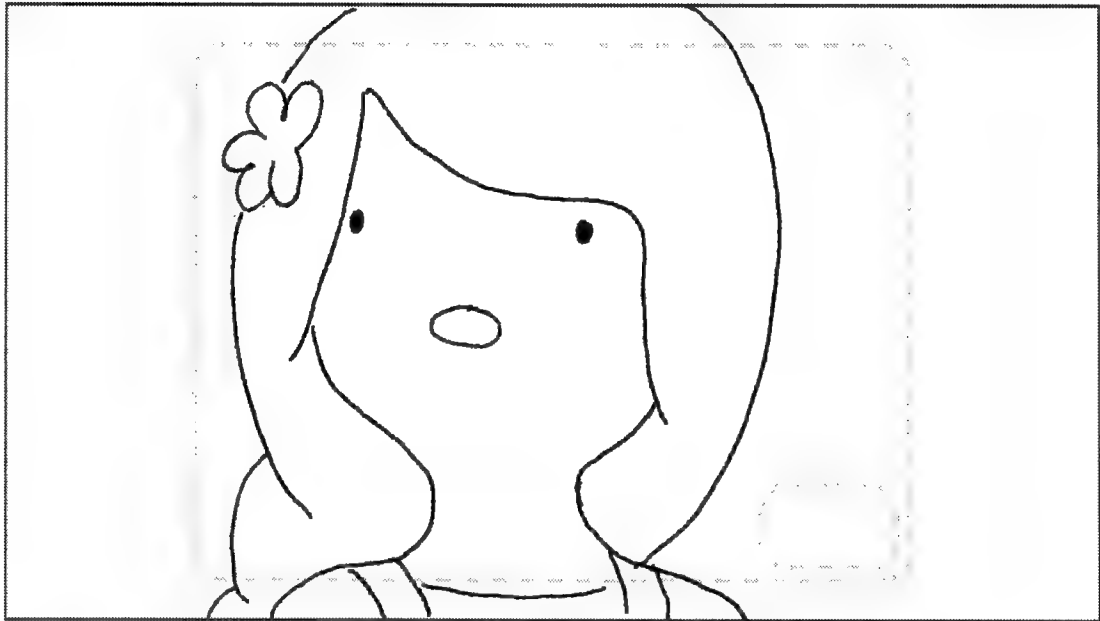


Sc. 197

Pnl.

Bg.

day night

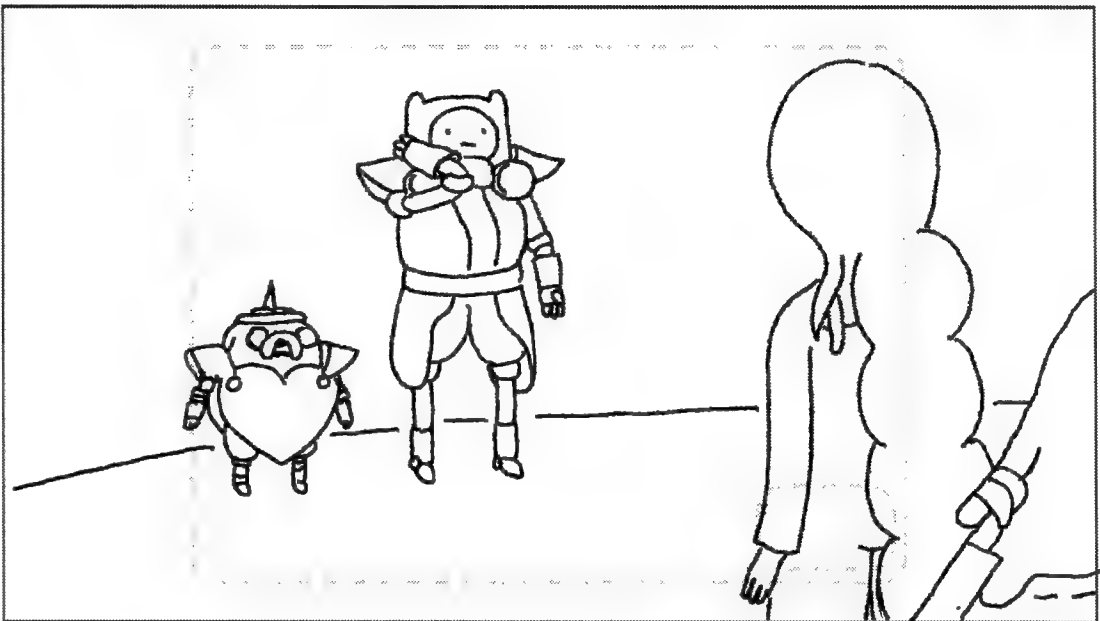


Sc. 198

Pnl. A

Bg.

day night



Dialog:

ⓑ WHAT ARE YOU TWO
UP TO NOW?

ⓐ EH ... GUARDIN' STUFF ...
I GUESS.

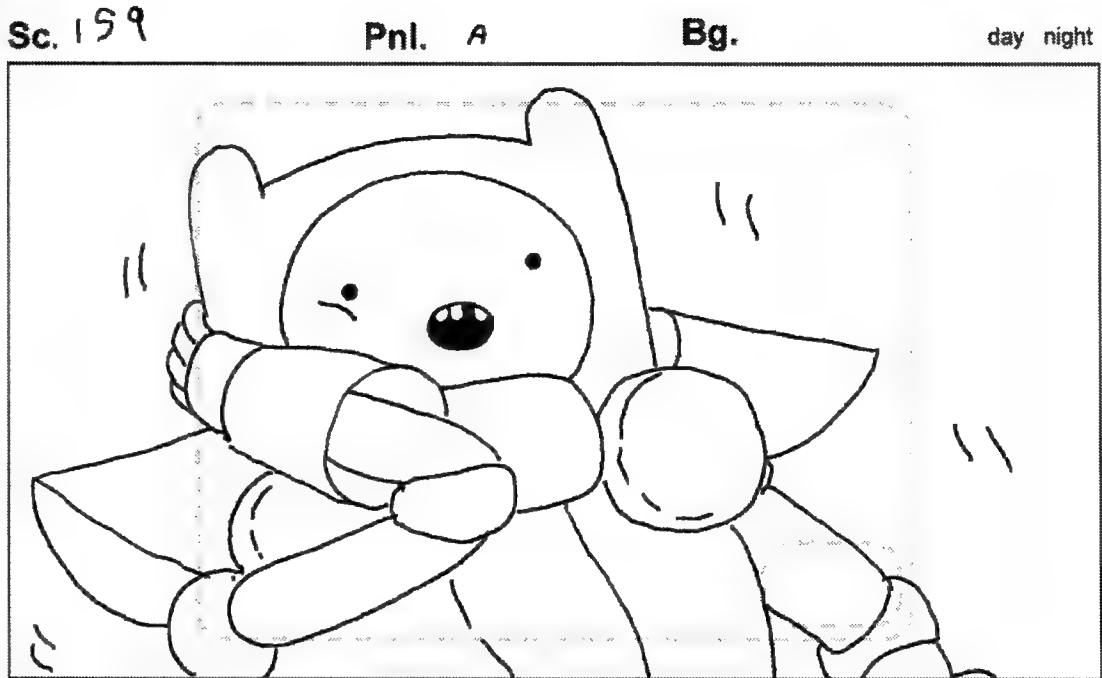
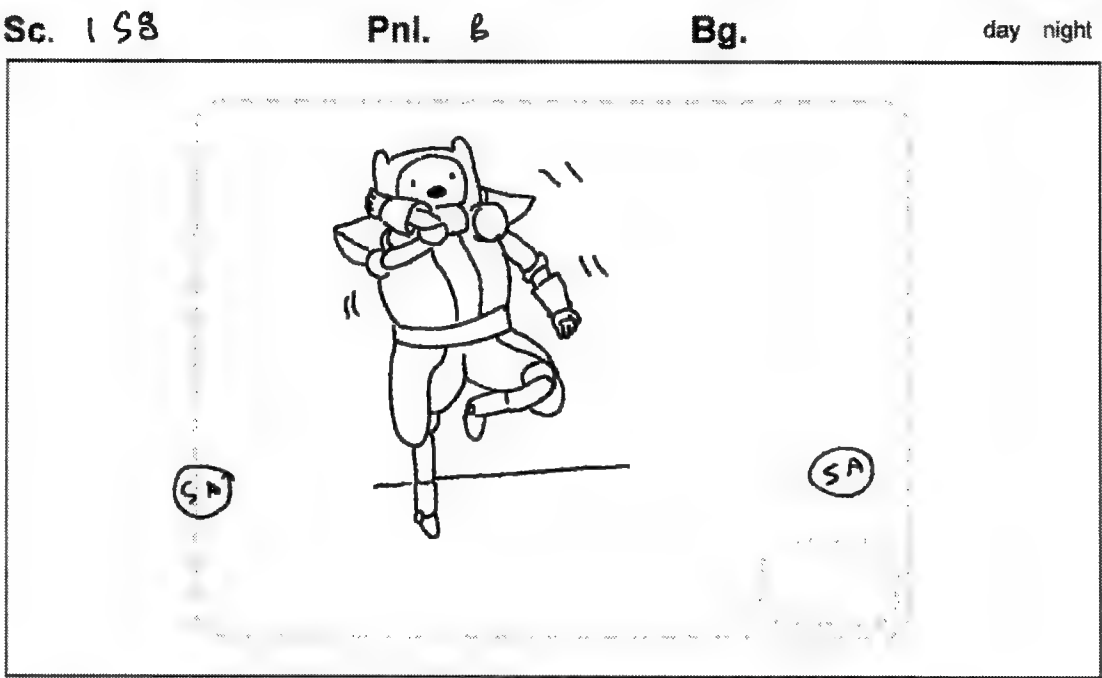
Action:

Timing:

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ADVENTURE TIME



Dialog:	
<p>E/ U M M M M M M M H E Y B O N N I E ?</p>	<p>F/ Y O U A L W A Y S A C T L I K E A L O N E R , R I G H T ?</p>
Action:	
<p>W O B B L I N G .</p>	
Timing:	

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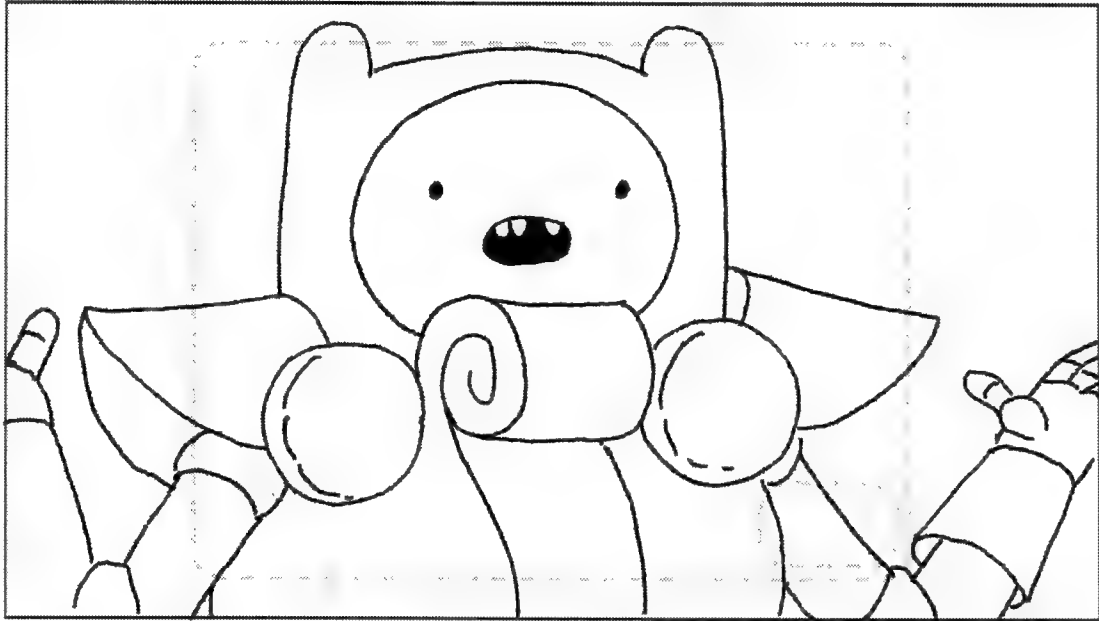


Sc. 199

Pnl. B

Bg.

day night

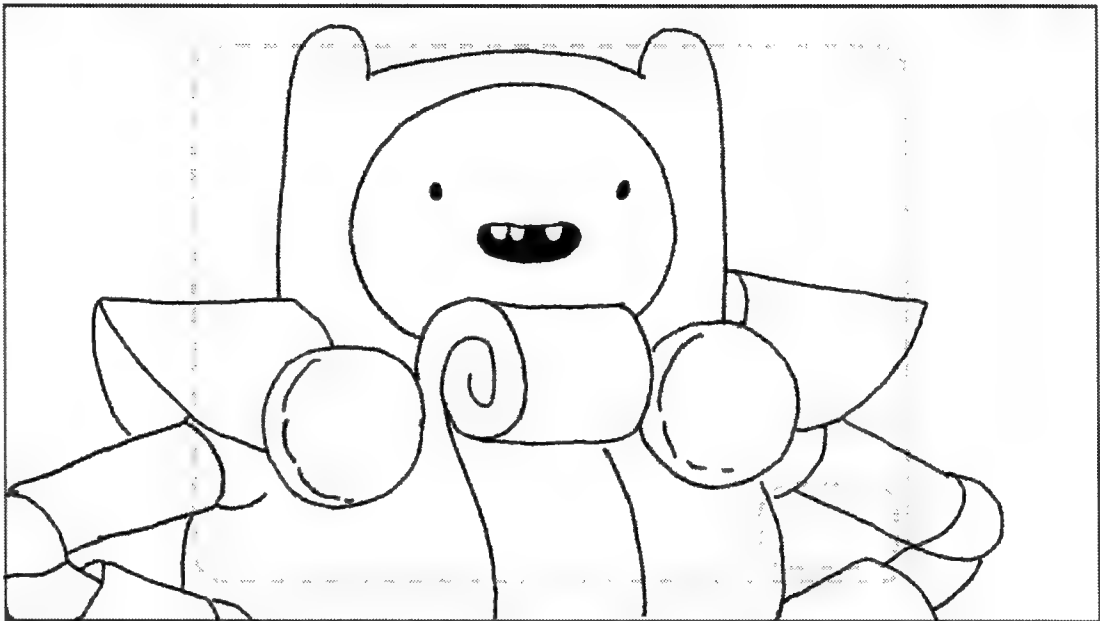


Sc. 199

Pnl. C

Bg.

day night



Dialog:

(F) BUT NEXT TO YOUR BROTHER
YOU'RE THE LIGHT OF THE PARTY.

(F) SORRY, "THE LIGHT OF
THE PARTY"

Action:

Timing:

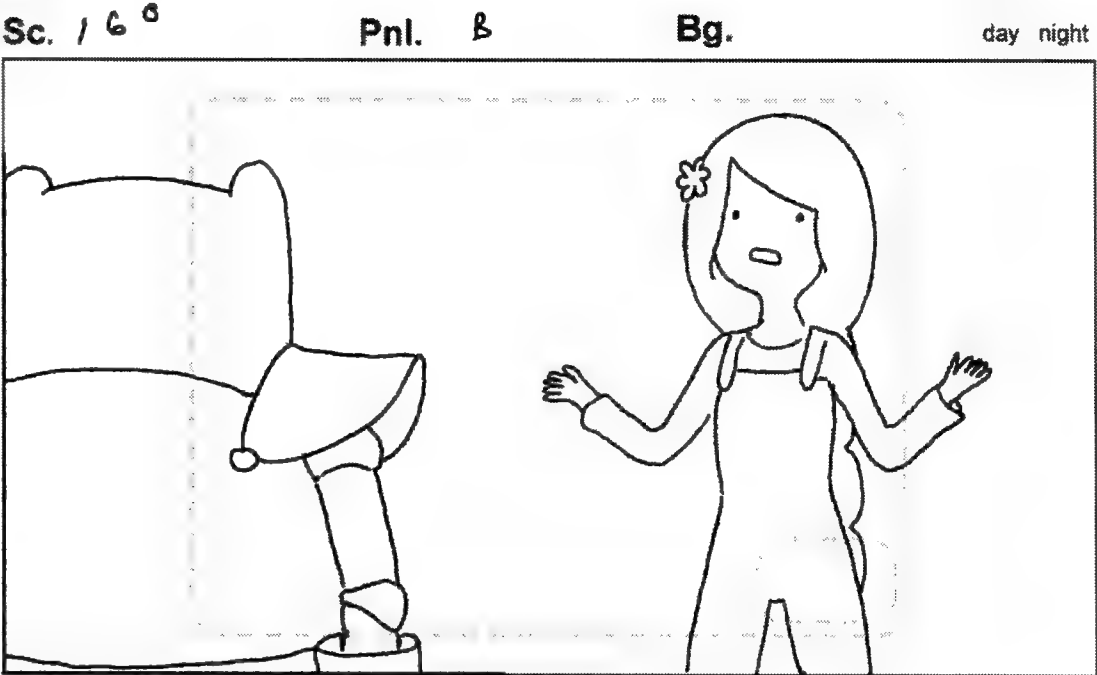
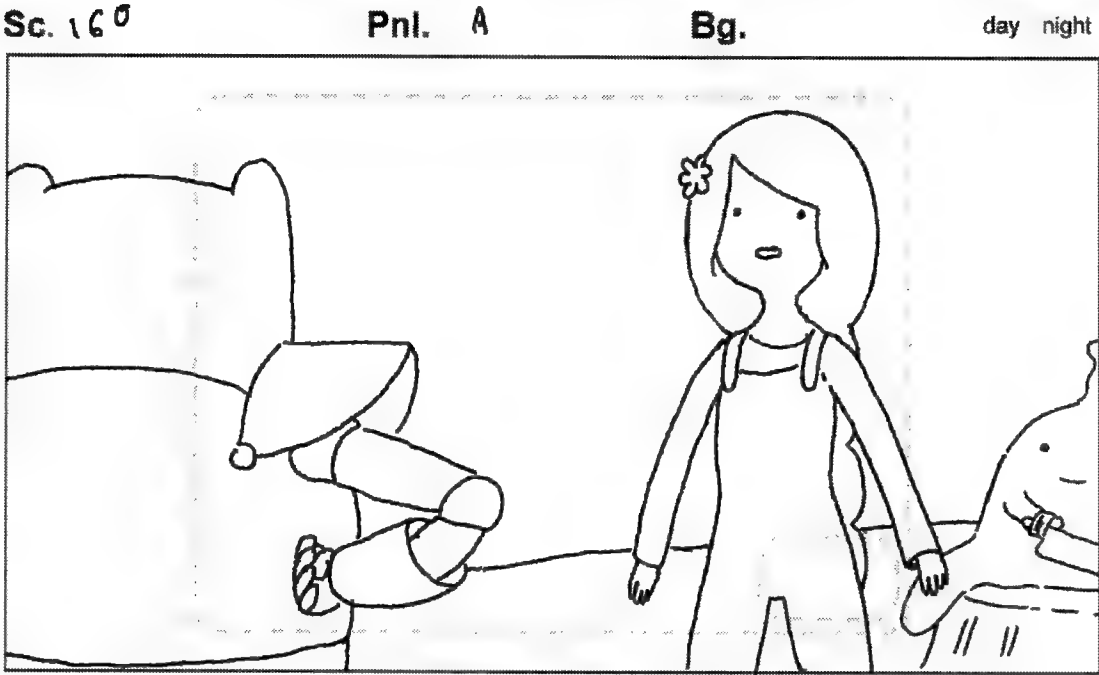
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ADVENTURE TIME



Dialog:	@ I MEAN,	@ (CONT) YEAH.
Action:		
Timing:		

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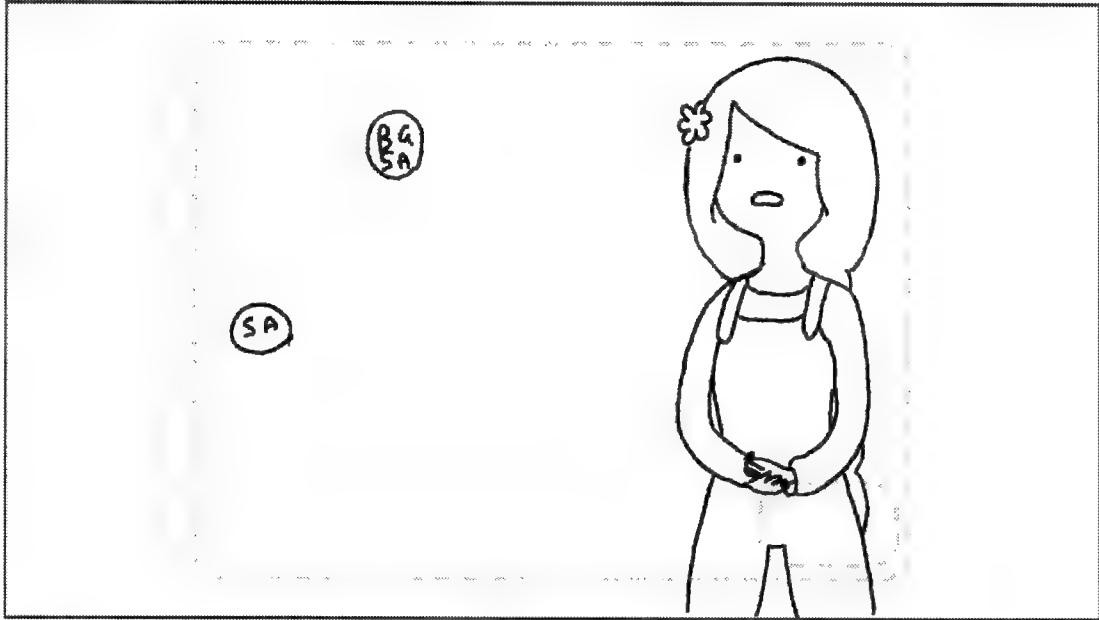


Sc. 160

Pnl. C

Bg.

day night

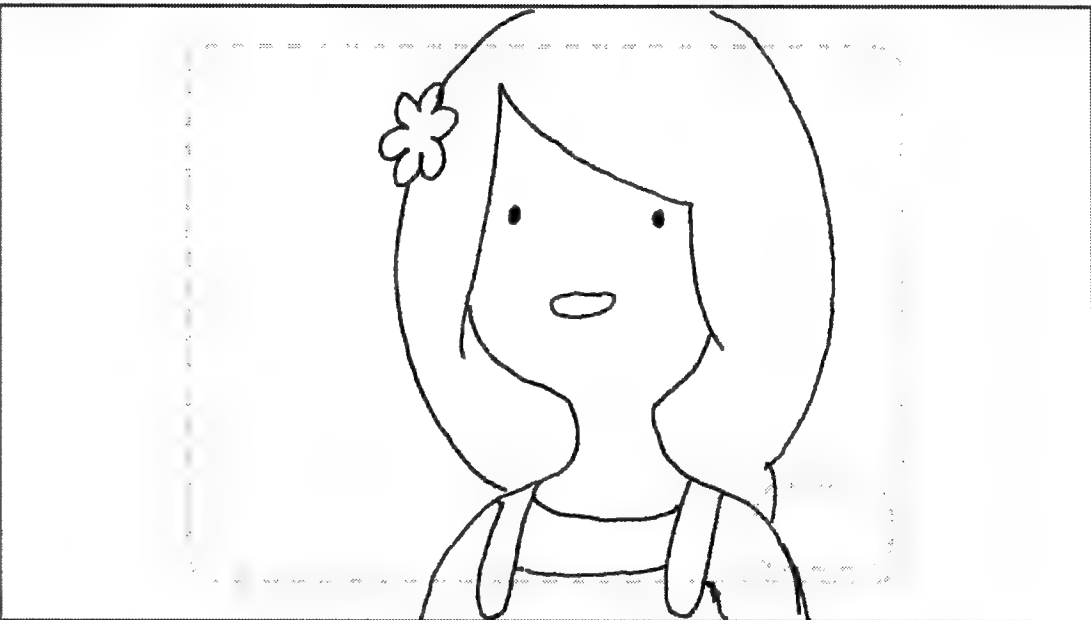


Sc. 161

Pnl. A

Bg.

day night



Dialog:
① ONE OF THE FIRST THINGS I DID,
AFTER MAKING SURE NEDDY WAS SAFE,
WAS TO START MAKING THE
CANDY PEOPLE.

② I WAS FORMED IN THE
TECHNOGUM, MY MIND AND MY
GUM WERE IN TOUCH WITH

Action:

Timing:

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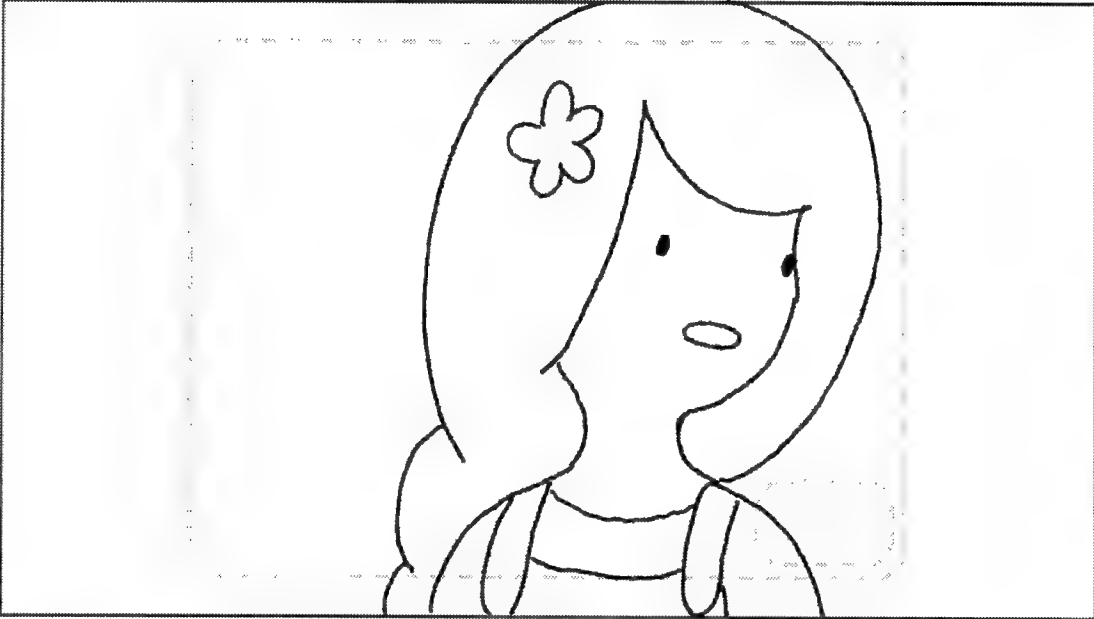


Sc. 161

Pnl. B

Bg.

day night

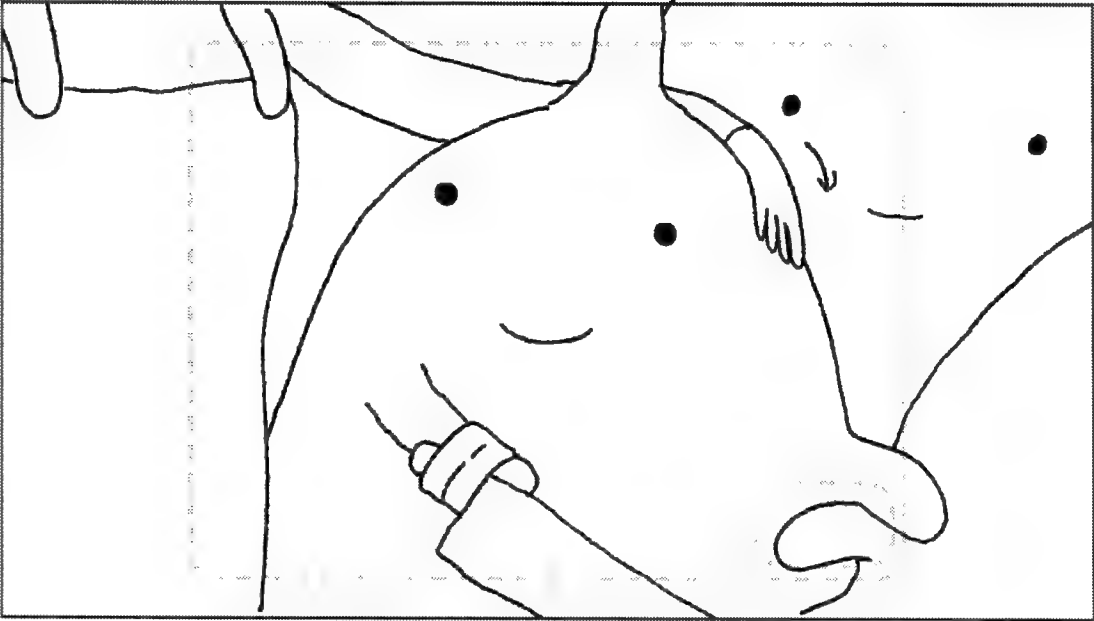


Sc. 170

Pnl. A

Bg.

day night



Dialog:

ⓑ

DOZENS OF OTHERS, LIKE
A CROWDED WOMB.

ⓑ

I GUESS I MISS THAT.

Action:

PUTS HAND AROUND BLOB.

Timing:

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ADVENTURE TIME



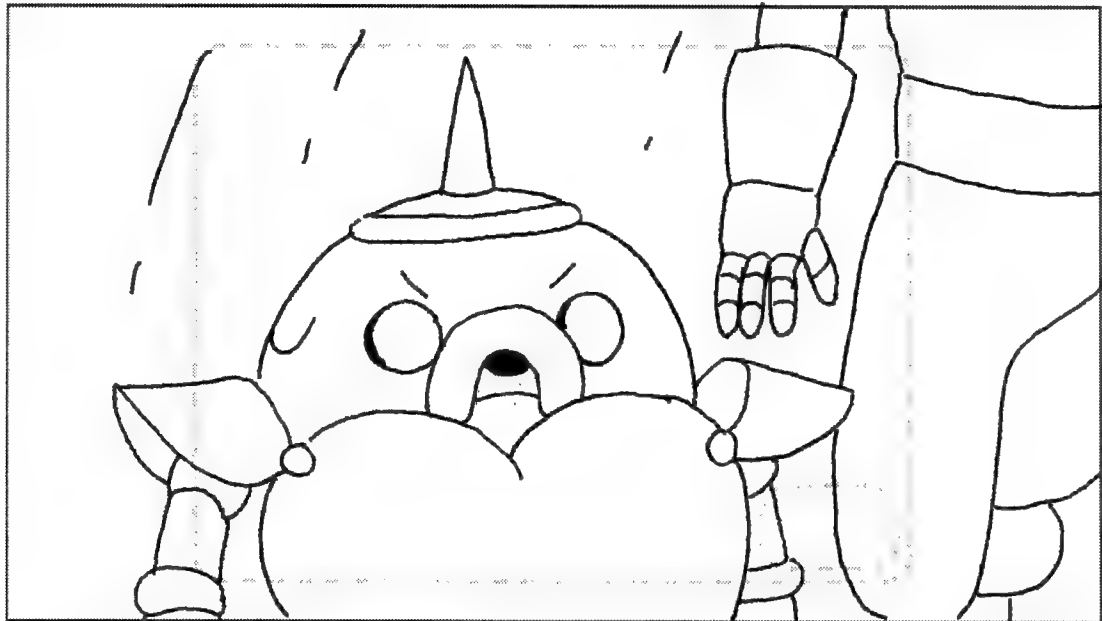
226
Page _____

Sc. 171

Pnl. A

Bg.

day night

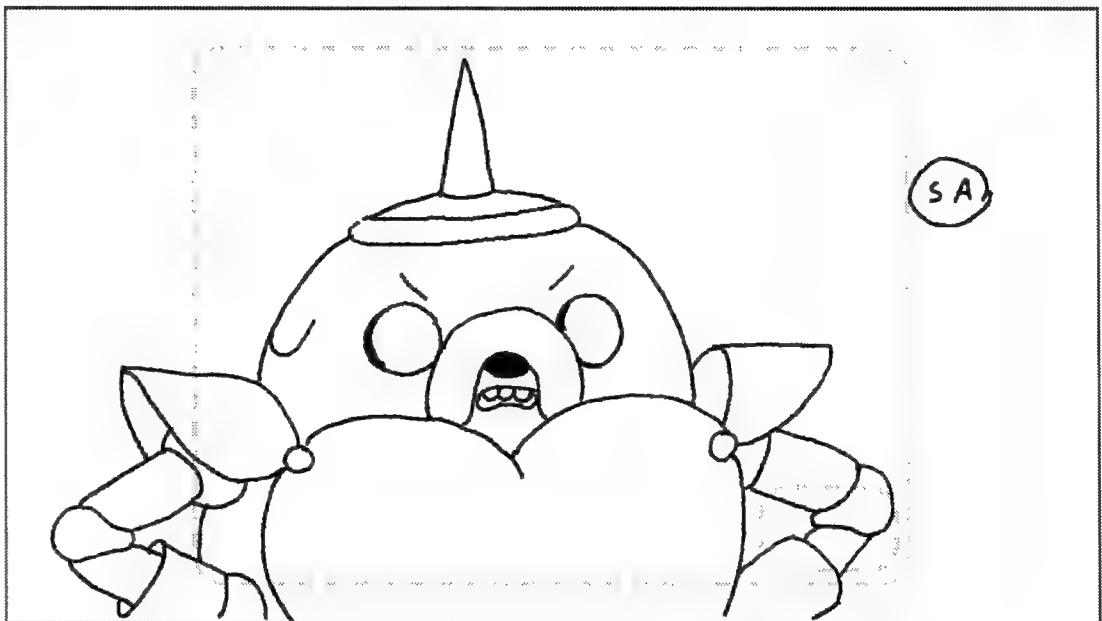


Sc. 171

Pnl. B

Bg.

day night



Dialog:

Q/ BUT NEDDY 'S FROM THE SAME
PLACE YOUR FROM AND HE'S
A WET HOT DOG AROUND EVERYONE.'

Action:



INEXPLICABLY ANGRY

Timing:

EPISODE #

1034-209

Production :

ADVENTURE TIME

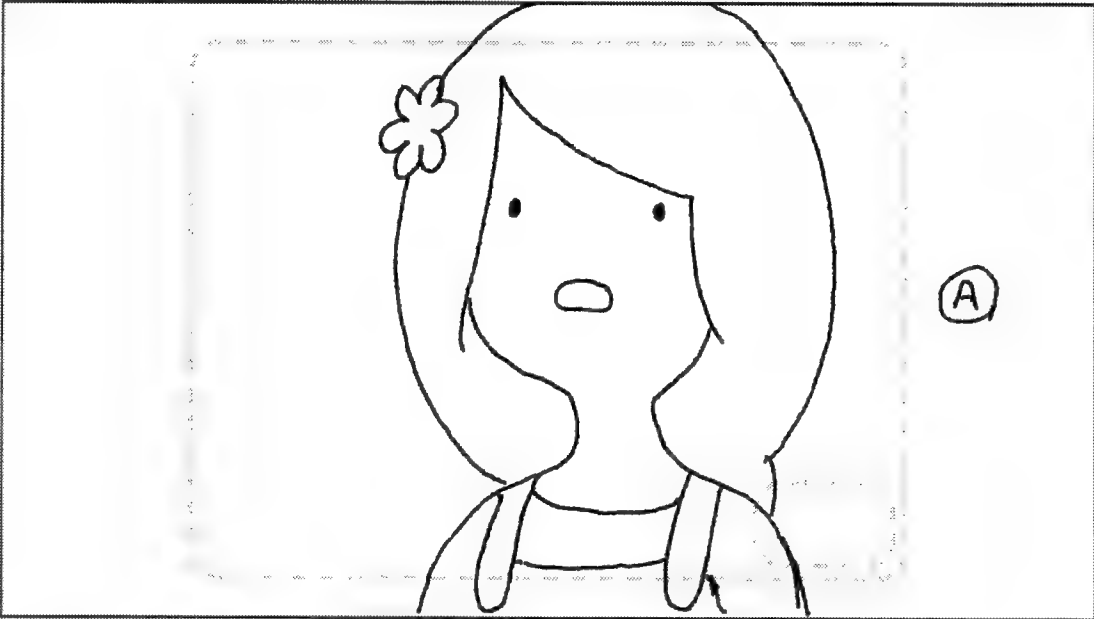


Sc. 172

Pnl. A

Bg.

day night

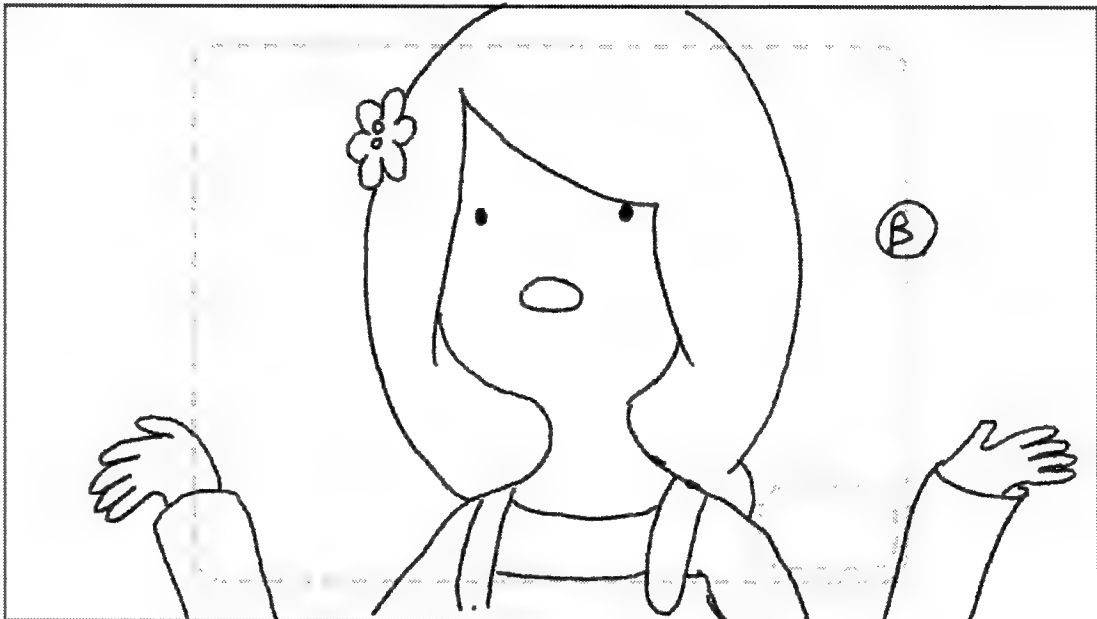


Sc. 172

Pnl. B

Bg.

day night



Dialog:

(B) I (A) (B) DON'T KNOW, PEOPLE GET BUILT DIFFERENT. WE DON'T NEED
TO FIGURE IT OUT, WE JUST NEED TO RESPECT IT.

Action:

Timing:

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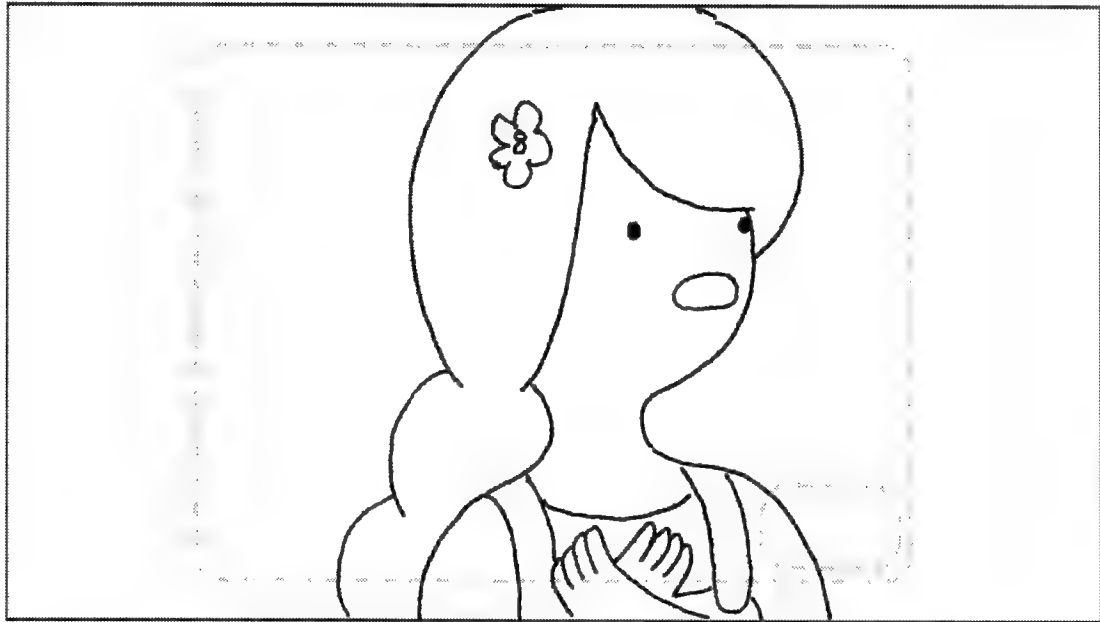


Sc. 172

Pnl. C

Bg.

day night

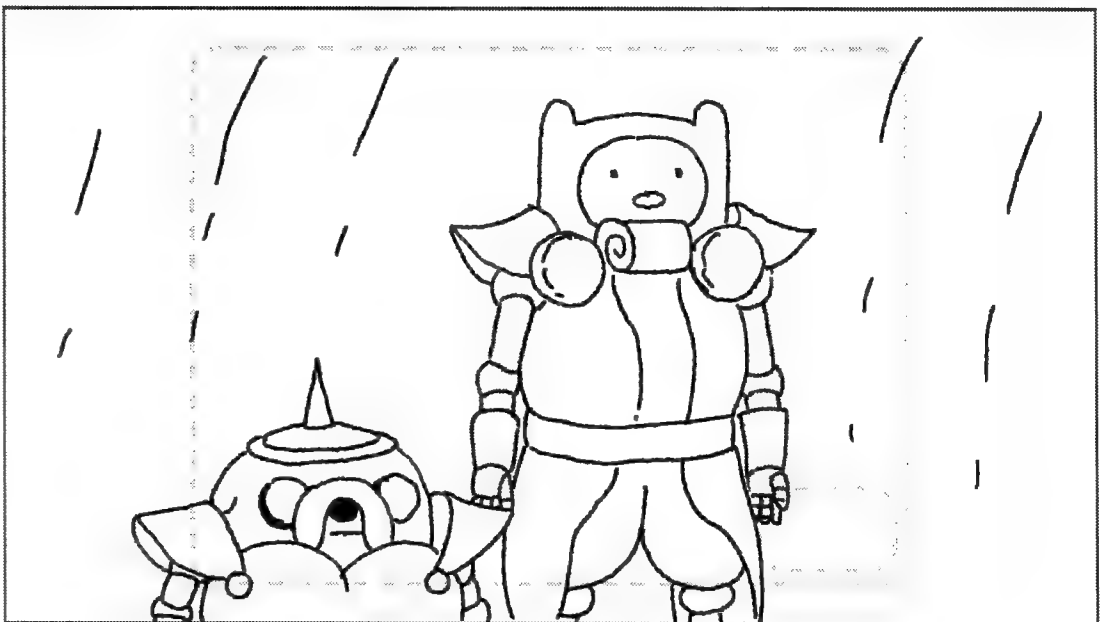


Sc. 173

Pnl. A

Bg.

day night



Dialog:

(B) ... MAYBE HE'S LIKES HIS
OWN COMPANY BETTER THAN I
LIKE MINE.

(F) DO YOU MISS THE
CANDY PEOPLE?

Action:

Timing:

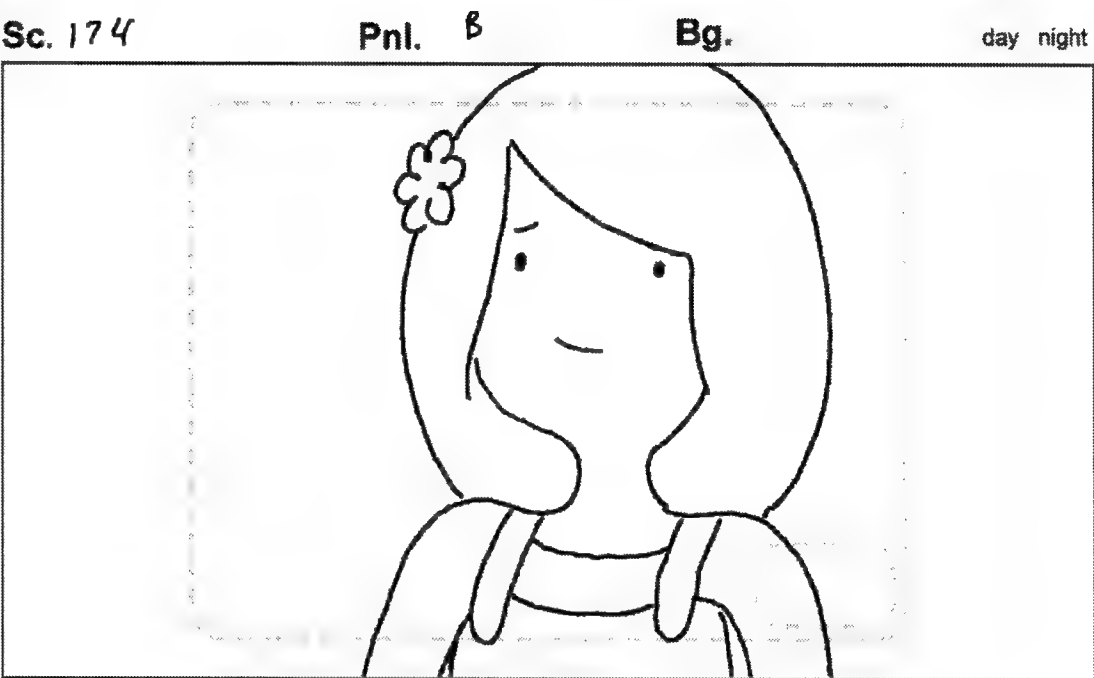
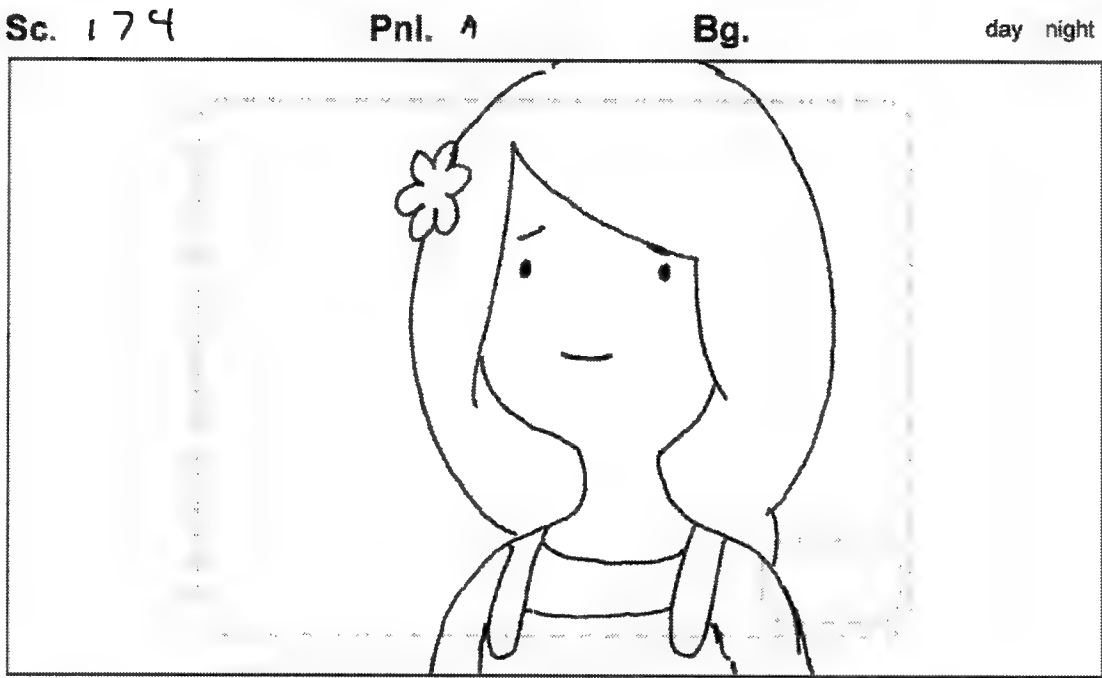
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ADVENTURE TIME



Dialog:
Action:
Timing:

SHRUGS.

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ADVENTURE TIME



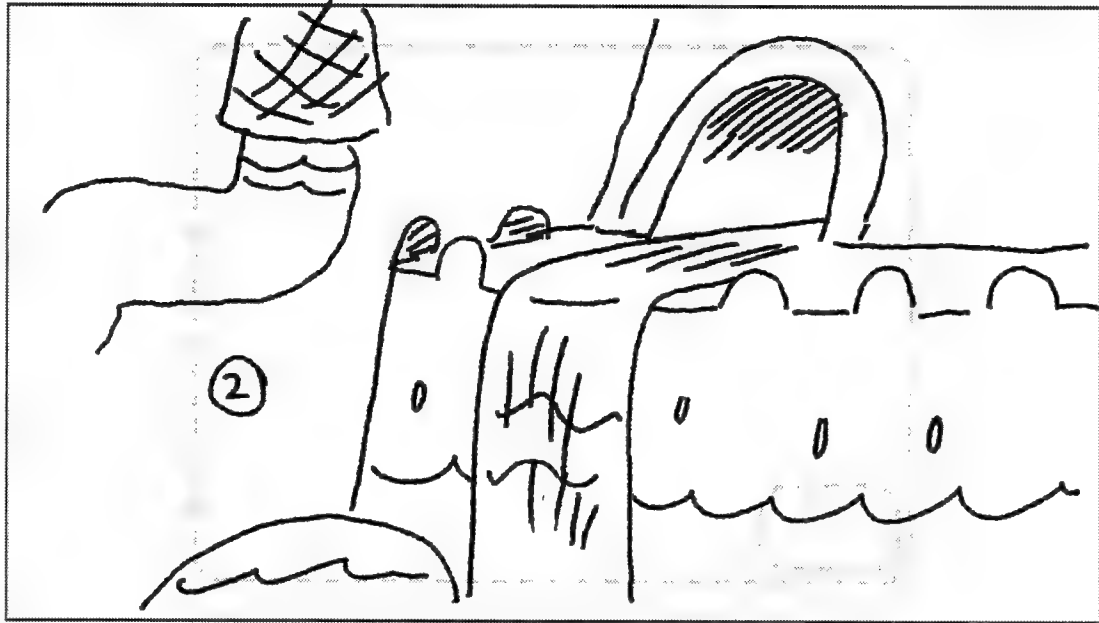
Page 230

Sc. 179

Pnl.

Bg.

day night

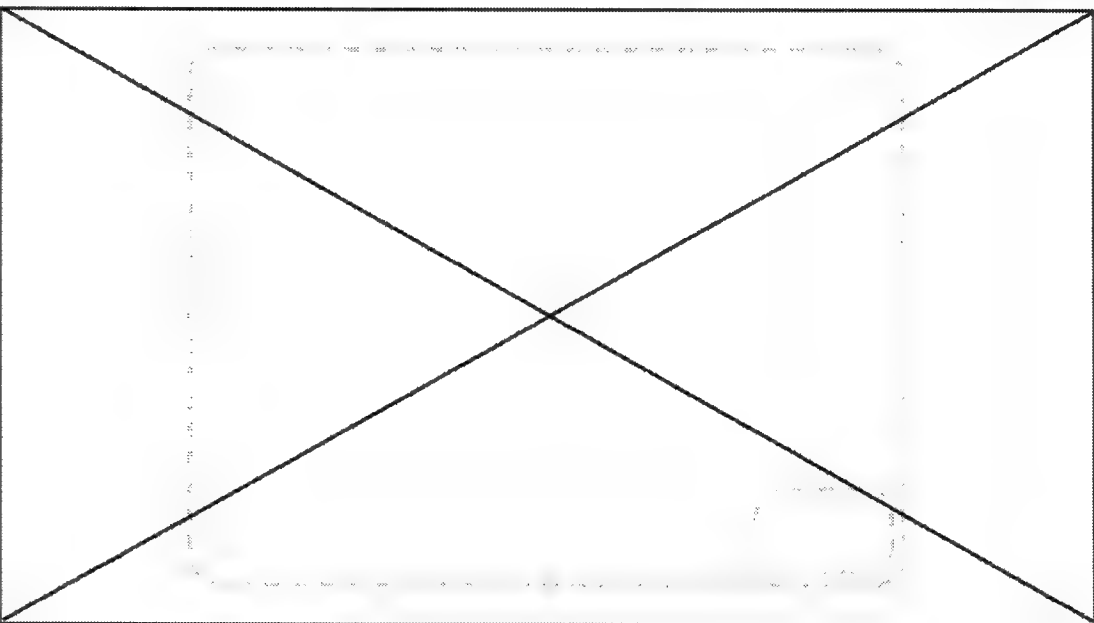


Sc. -

Pnl. -

Bg. -

day night



Dialog:

Action:

REUSED BG FROM TOM'S SECTION.

Timing:

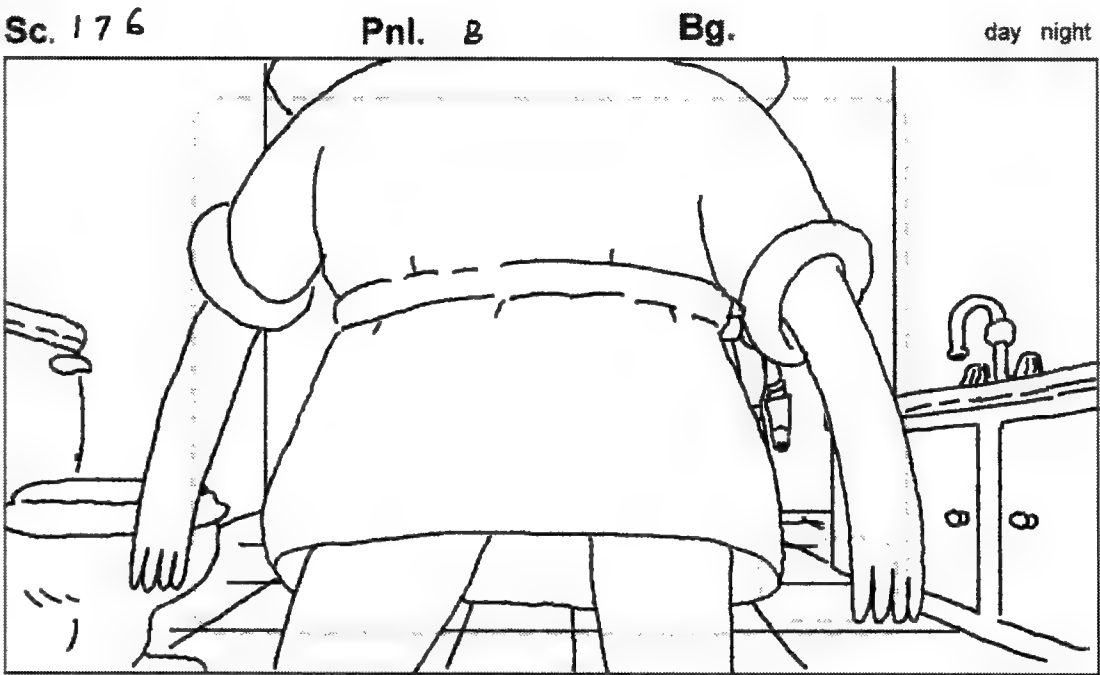
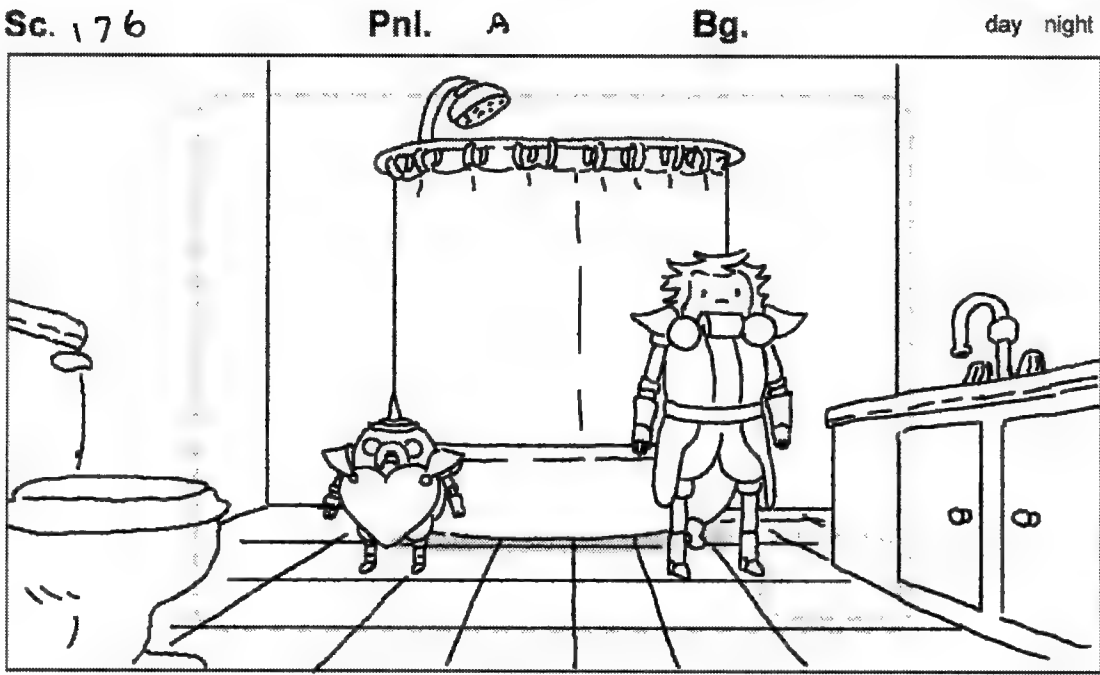
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ADVENTURE TIME



Dialog:	(KOO) HEY BABA-LOUS, GOOD THING -
Action:	
Timing:	

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ADVENTURE TIME



Sc. 176

Pnl. B

Bg.

day night

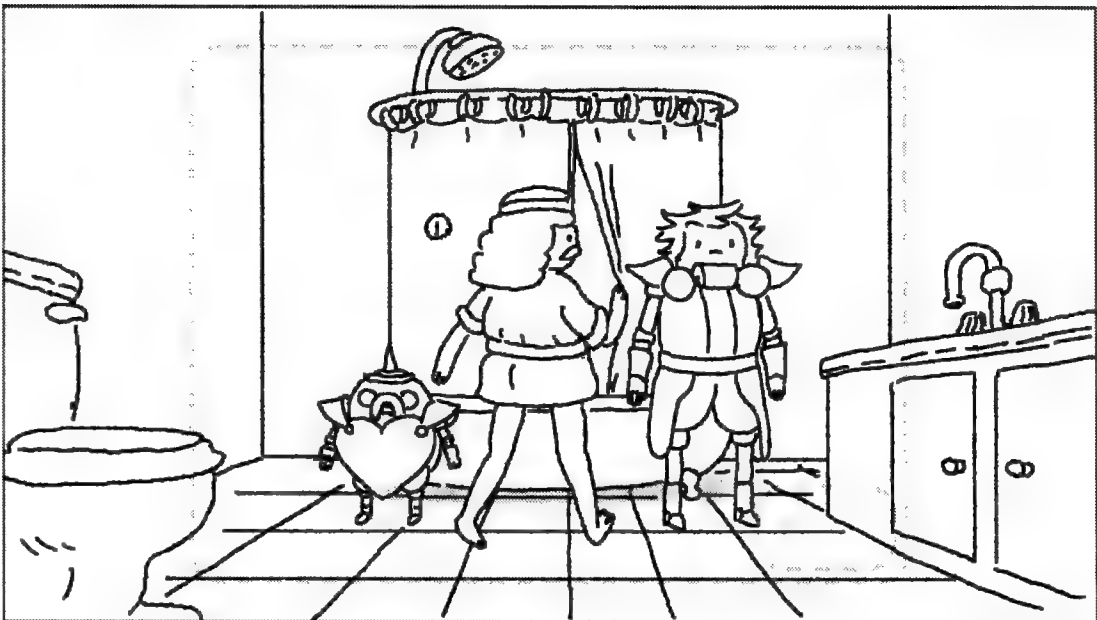


Sc. 176

Pnl. C

Bg.

day night



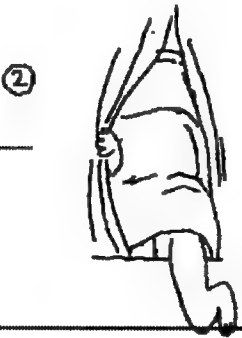
Dialog:

(HOO) (CONT.) THAT JUICE IS
BACK ON.

(HOO) I WAS MAKING A
MINT BUT, HOO DOGGY.

Action:

WHAT A SWAGGER.



Timing:

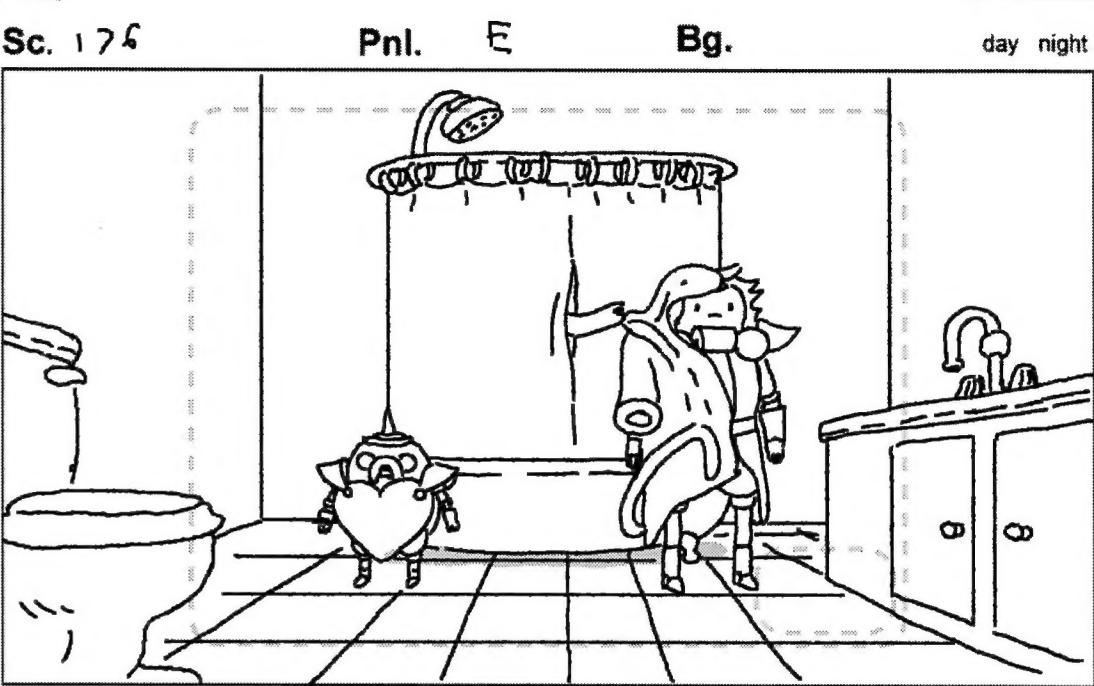
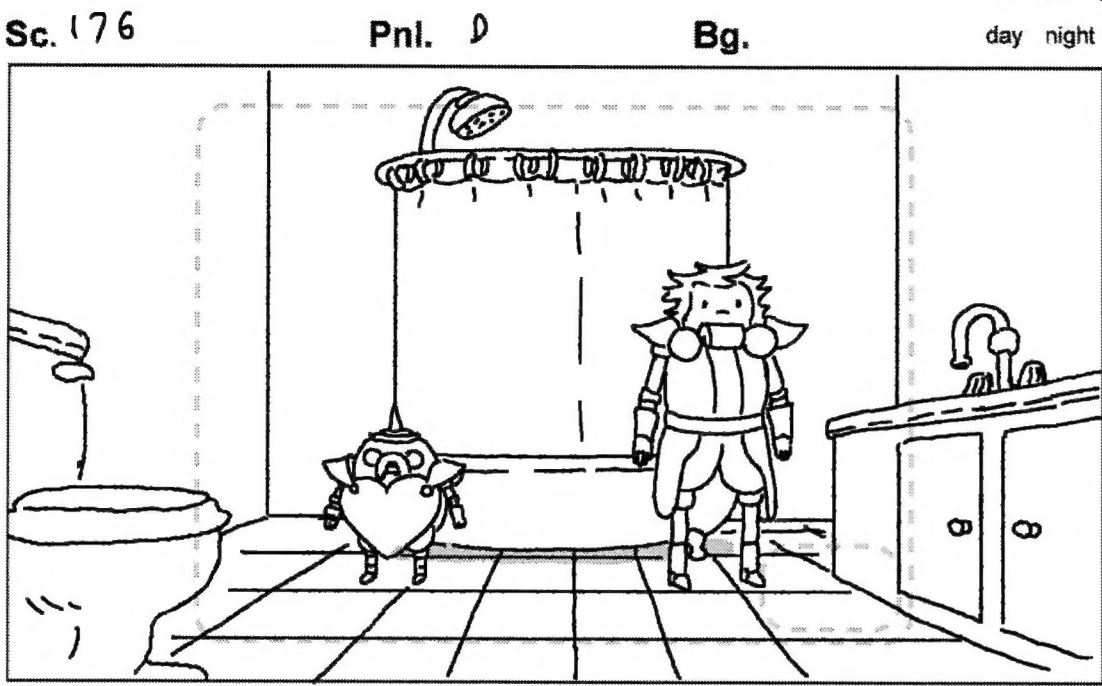
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ADVENTURE TIME



Dialog:

(KOO) (CONT) MY CANDLES WERE
STARTIN' TO TURN.

(KOO) THANKS JAKE.

Action:

Timing:

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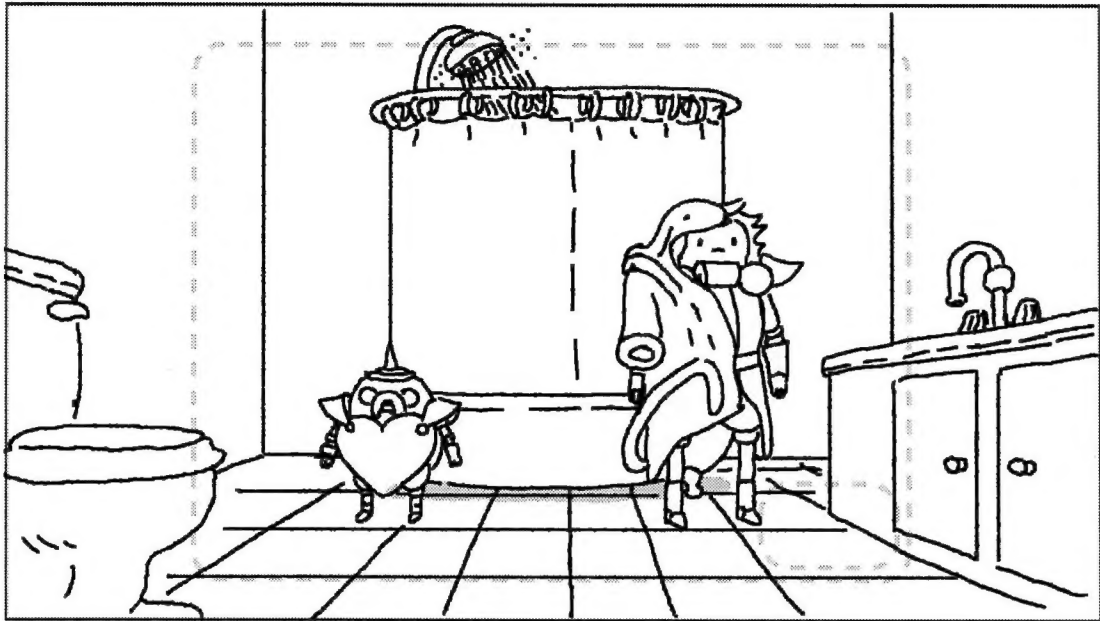


Sc. 176

Pnl. F

Bg.

day night

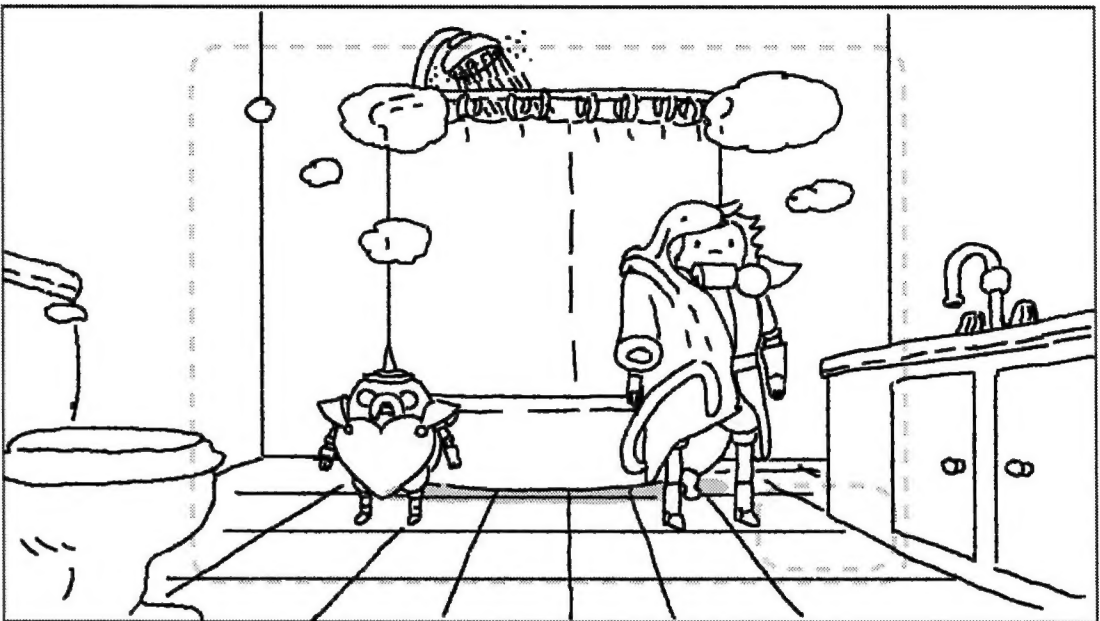


Sc. 176

Pnl. G

Bg.

day night



Dialog:

(SFX) SHOWER TURNS ON

(Hoo) A HM, THAT'S THE STUFF.
HEY, DO YOU KNOW IF I
CAN DRINK THIS? LIKE, IS

Action:

IT LIKE WELL-WATER?
GOOD FOR BATHING BUT
NOT SO GOOD FOR DRINKING?

Timing:

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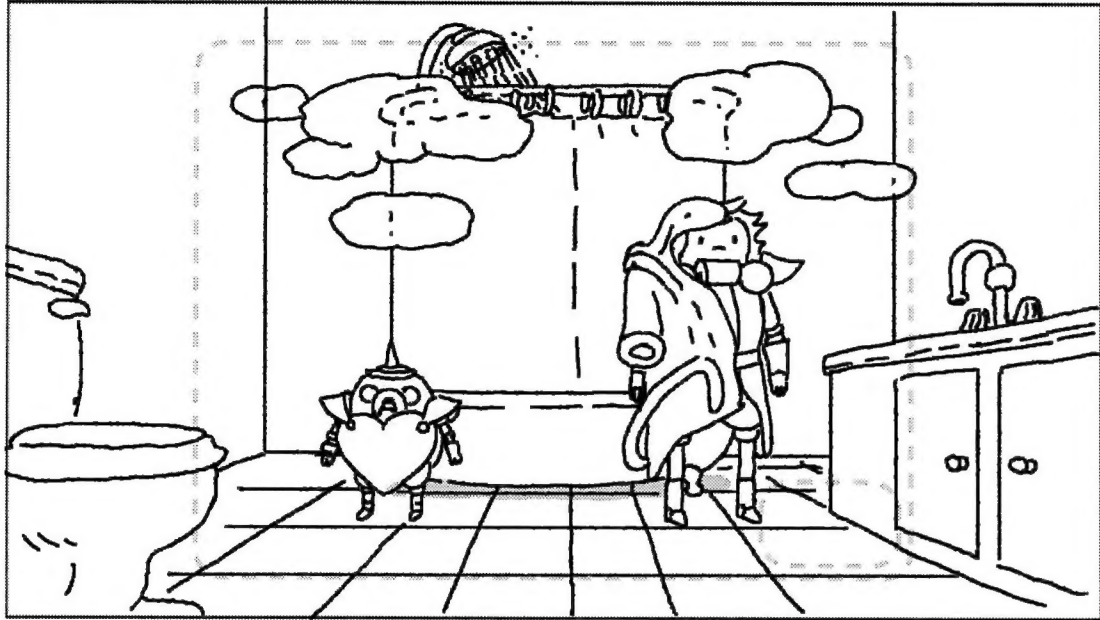


Sc. 176

Pnl. H

Bg.

day night

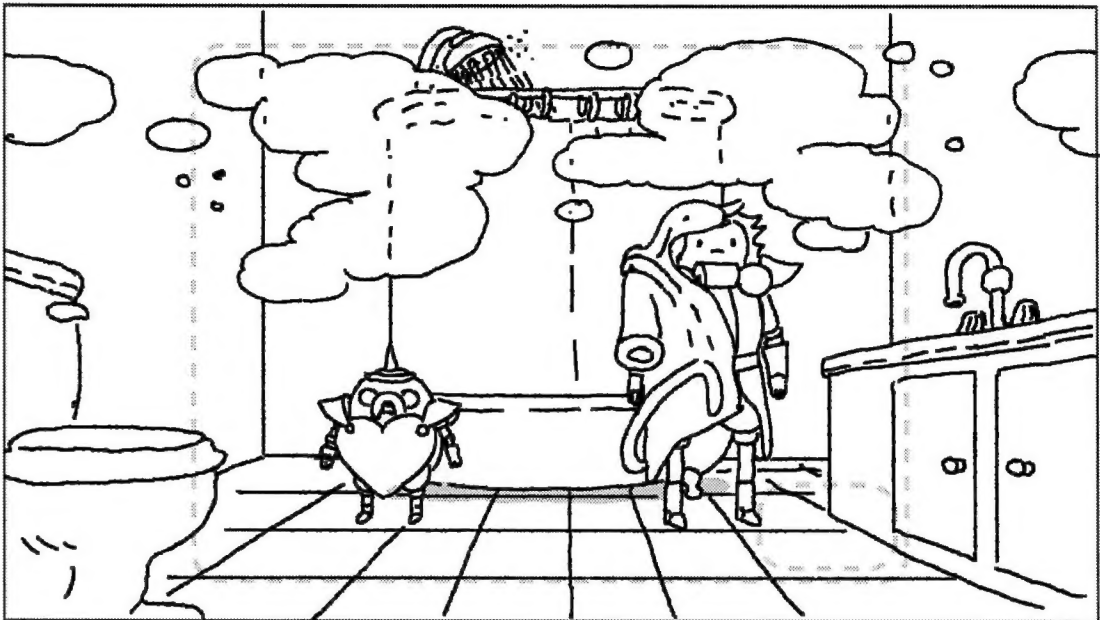


Sc. 176

Pnl. I

Bg.

day night



Dialog:

KOO O.K. YOU KNOW WHAT, I'M
GOING FOR IT.

SFX = DRINKING =
= SPITS =

Action:

Timing:

EPISODE #

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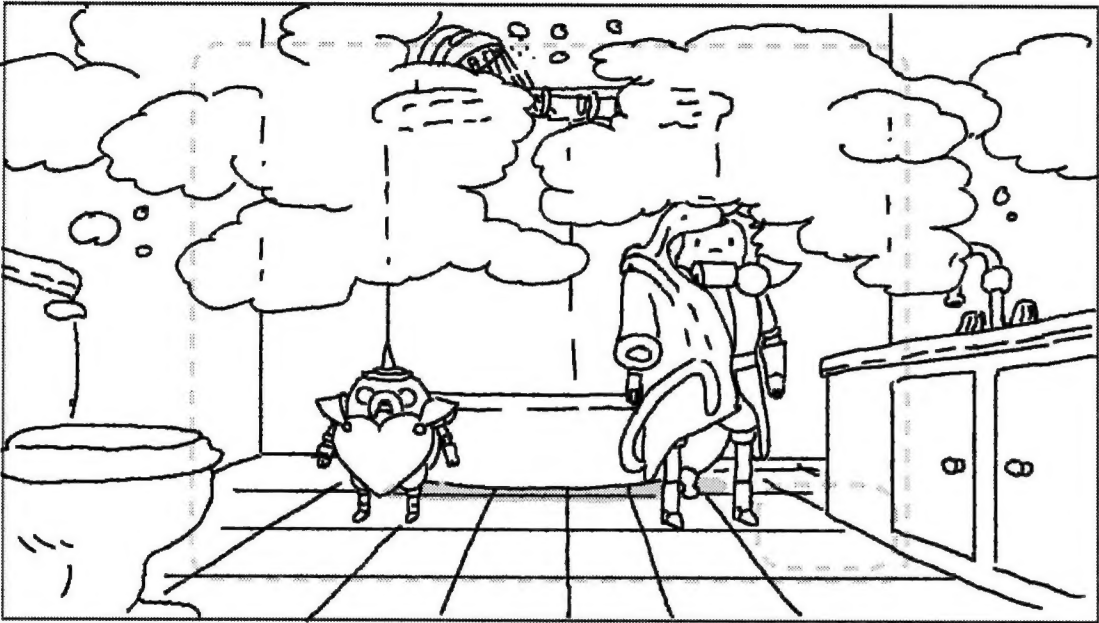


Sc. 176

Pnl. J

Bg.

day night



Dialog:

(Koo)

WUAH! WEW! YUP IT TASTES
JUST LIKE YOU'D THINK. HAVE
YOU GUYS TRIED THIS? IT'S
LIKE MILK AND FRUIT PUNCH GOT

Action:

IN A STREET FIGHT, AND
THE ONE'S FINGER ACCIDENTALLY
GOES IN THE OTHER ONE'S MOUTH.

Timing:

EPISODE #

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